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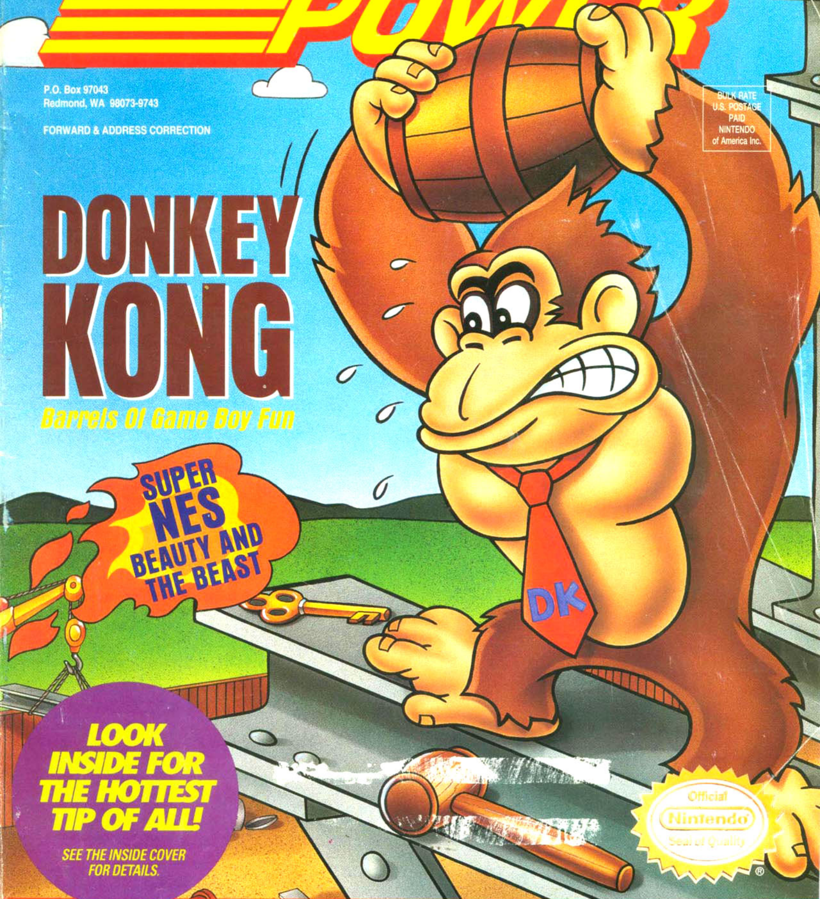

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# BUT MY
# BIG BROTHER
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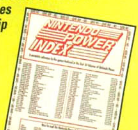
*This FREE Index tells you what issues and page numbers the games you want to know about are featured on. Forget searching through Volumes 1-50 for info, just take a quick trip to this Index and you'll know exactly where to go. Renew with this offer and it's yours FREE, but do it today! This offer won't be around for long.*


NINTENDO POWER INDEX

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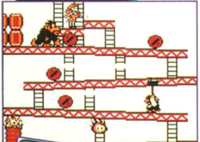
JUNE 1994 VOLUME 61



Nintendo Super GAME BOY™

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PLAYER'S
NINTENDO

# TOP 10

### VIDEO GAME PARODIES

10. Contra Zzz: The Alien Snores
9. Porthole Kombat: Adventures on the High Seas
8. F-Zero: Report Card Blues
7. Star Folx: The McCloud Family Saga
6. Kirby's Dustbunny Adventure
5. John Madden's Footfall: Earthquake '94
4. Yoshi's Cookie: Mario vs. Oreo
3. Granma 1/2 (Remember the reindeer accident?)
2. The Seventh Saga (It's all they could sell)
1. Itchy and Scratchy: Trouble in Hydrocorti-Zone

**Joel Self**
**Santa Clara, CA**

### EXCUSES TO PLAY YOUR VIDEO GAME A LITTLE LONGER

10. I'm at the last level.
9. I've only got one more life.
8. I didn't get the password for the last level.
7. This game is educational!
6. I've lost track of time and now I need to finish this level.
5. I promise I won't play as long tomorrow.
4. You distracted me and now I need to start over.
3. I don't stop *you* from playing!
2. Give me just one more minute.
1. Mario is missing and I've got to find him!

**Chris Fox**
**Los Molinas, CA**

### REASONS WHY SUPER NINTENDO RULES!

10. 16 bits of quality!
9. It's hours of fun!
8. Affordable!
7. Challenging games!
6. Great licensee companies!
5. It's cool!
4. Mario!
3. Only The Best Play Here!
2. Superior Graphics and Sound!
1. It's not Sega!

**Ben Salinas**
**McAllen, TX**

### WAYS TO GET YOUR PARENTS TO SAY "YES" TO A NEW GAME

10. Please, please, please!!!
9. You can deduct some of my allowance.
8. I'll pay for some of it.
7. I hear it makes you smarter.
6. I'll do more chores.
5. I won't always play– I'll do other stuff
4. I really *do* love you (Mom or Dad).
3. I'll let my little brother play.
2. Never hear me complain "I'm bored!"
1. Good hand-to-eye coordination.

**Riley Griner**
**San Diego, CA**

We know you wanted us to send in Top 10 lists, but this is close. This song we made up is based on Link's Awakening and can be sung to the tune of "The Twelve Days of Christmas."

*On the Twelfth Day of playing*
*Link's Awakening,*
*twelve in your inventory,*
*eleven Seashells gotten,*
*ten Coins for Bombs,*
*nine hundred ninety-nine Rupees,*
*eight levels I know of,*
*seven enemies surround me,*
*six totaled bushes,*
*five Golden Leaves,*
*four weapons found,*
*three Ocarina songs,*
*two special shrines,*
*...and an owl that really bugs me!*

It may not be a hit like Mamu's (who bears a striking resemblance to Wart of Super Mario Bros. 2), but it will do. Also, Link's Awakening is a real step toward a Mario/Link game because of all the Super Mario Bros. characters.

**Jesse & Gregg Fuller**
**West Hills, CA**

### IF YOU'RE IN THE MOOD TO WRITE, WE'RE IN THE MOOD TO READ!

Keep sending in your TOP 10 lists! We love reading them. There probably won't be as much space devoted to them in future issues, but we'll try to sneak some in now and then. Remember, the funnier—the better!

**NINTENDO POWER**
**PLAYER'S PULSE**
**P.O. BOX 97033**
**REDMOND WA 98073-9733**

Back in Volume 58, you ran an article about video game colleges. I'm 16 years old and I'm interested in designing video games, so you could imagine I really enjoyed reading that article. I wouldn't mind making a career for myself in the video game industry. At the bottom of page 47, there was something that got my attention. Could you please give me some more information about the DigiPen Applied Computer Graphics School? Any help would be appreciated. I just hope that the school isn't as expensive as some of the schools in Japan! By the way, your Special Feature articles are usually really cool and I wish that you had more of them in each issue.

**Jason Fender**
**Denver, CO**

*As you might guess, Jason, you're not the only person who is interested in the DigiPen school. It's the first-ever video game programming school in North America and as stated in the article, they are accepting applications. Applicants need to have a high school degree (or equivalent) or be a college student. The official name of the course is:* ***The Art and Science of 2D and 3D Video Game Programming, A Super Nintendo Entertainment System Game Programming Course****. Some of the program highlights are a low student-to-equipment ratio, theoretical and practical experience, highly skilled instructors and student supervisors, and a completed portfolio. There is more information and you can have all of your questions answered by writing, calling or faxing:*

**DigiPen**
***Applied Computer Graphics School***
500-530 Hornby Street
Vancouver, B.C. Canada V6C 2E7
Tel: (604) 682-0300
Fax: (604) 682-0310

## EDITOR'S CORNER

Well, the buzz around here is SUPER GAME BOY. What an exciting product! For those people who don't own Game Boy but do own a Super NES, it opens up a whole new library of great games for you to play. Link's Awakening is really amazing when played on a regular TV screen. And the addition of color makes the play experience even more enjoyable. If you own Game Boy and a Super NES, you now can have the best of both worlds and you can still take it with you! Super Game Boy is also changing the way software developers approach new Game Boy titles. I think we'll be seeing a lot more detailed graphics and games that are much more in-depth.

***Gail Tilden***
*Editor-in-Chief*

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*Disney's version of the classic fairy tale makes its way to the Super NES in 16-bit splendor with all of the characters that made the animated feature a box-office smash. Hudson Soft's long-awaited game is smoothly animated in rich graphics reminiscent of the film, and the story line follows the movie almost exactly.*

# DISNEY'S Beauty AND THE BEAST

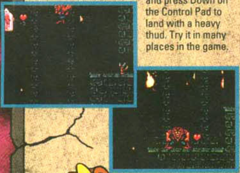
© 1994 Hudson Soft
© 1994 The Walt Disney Company

# The Beast

You are The Beast in this version of the tale, and you'll climb, growl and stomp your way through the castle in search of beautiful Belle.

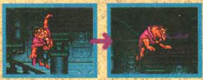
## STOMP IT

The Beast is a slow-moving, lumbering sort of character whose only offensive move is a swipe with his massive, hairy hand. One of his other moves, his Stomp, can make hidden objects appear out of thin air, though. To do the Stomp, you must jump from a high ledge and press Down on the Control Pad to land with a heavy thud. Try it in many places in the game.



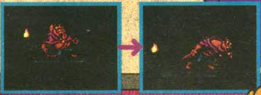
## HANG IN THERE

You can jump for ledges and catch them by your fingertips before pulling yourself up.



## GROWL POWER

Press X to emit a mighty roar that stops enemies in their tracks. Growling makes hidden ledges appear or stationary platforms move.



# Supporting Cast

Other characters from the movie also show up, albeit in cameo roles. You'll see most of these familiar faces only between acts.

## BELLE

Belle appears briefly as the game opens, but she scurries quickly off. You won't see her again until you drive her out into the woods to be pursued by wolves.

## LUMIERE

Lumiere, the lively little candelabra, lights your way at the beginning of the game. He'll hint at where you should go next.

## COGSWORTH

Cogsworth is a clock who keeps track of your Continues. Options at the beginning of the game let you set the difficulty level and select three, four or five Continues.

## CHIP

The tiny teacup, Chip, is a chip off the ol' china teapot, Mrs. Potts. He helps out by adding up your score between stages. You can skip the score by pressing any button.

## MRS. POTTS

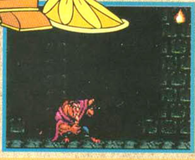
With her bubbling personality, Mrs. Potts shows up with her son, Chip, to tell you your score, which accumulates as long as you don't meet your demise during a stage.

## GASTON

Gaston is the pompous pursuer who tries to outmaneuver The Beast and win Belle's affections. He's wily, he's wicked, and he'll stop at nothing in his quest for the Beauty.

# The Castle: Level 1

Level 1 begins in the dimly lit halls of The Beast's Castle. Belle rushes away, but Lumiere stays behind to get The Beast started off right.

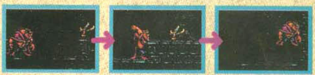


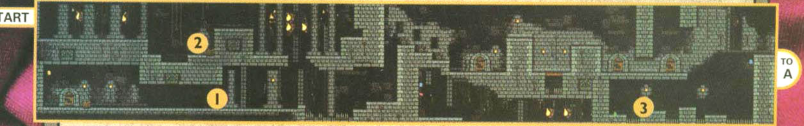
## 1 RATS!

Rats rush in rapidly from off the screen. If you don't punch them as they approach, they'll latch on and bite unmercifully. If you do get caught in a Rat attack, quickly tap Left and Right on the Control Pad to free yourself.

## 2 USE THE BLOCK

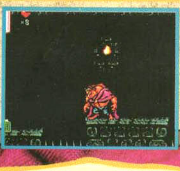
What's a Beast to do? He can't seem to jump high enough to make it up to the ledge where Lumiere waits impatiently. Use the block behind you. Press B to pick it up, then throw it into position beside the wall.

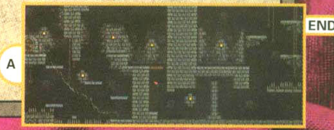




## 3 SAVE IT

After you fall through the false floor, jump over to the Green Book, which serves as a save point. Continue through the wall on the left to find some Items, but watch out for Rats.



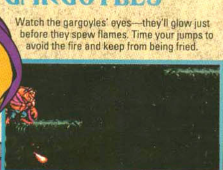


# The Castle: Level 2

Level 2 is very short. While avoiding spiders and fire, you'll have to leap up a series of ledges to reach the exit in the upper right.

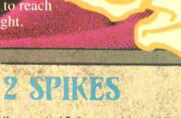
## 1 FIERY GARGOYLES

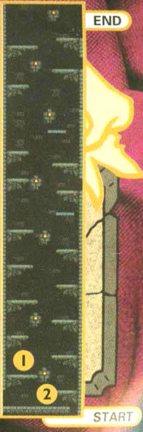
Watch the gargoyles' eyes—they'll glow just before they spew flames. Time your jumps to avoid the fire and keep from being fried.



## 2 SPIKES

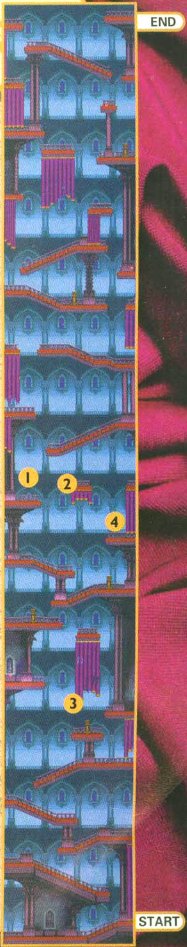
Keep moving! Spikes start rising rapidly from the floor as soon as you begin. You'll have to be fast to avoid them.





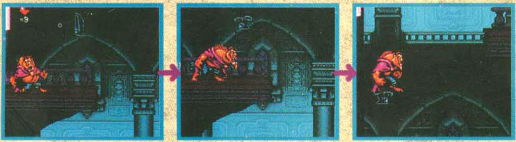
# The Castle: Level 3

There are lots of lights in Level 3, but many of them are candelabras that throw fireballs as you try to climb sections of stairs and balconies.



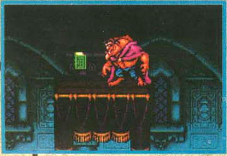
## 1 STEP UP ON THE BATS

To continue up toward the exit, you'll have to use the two bats here as stepping stones. Stand on the right and growl to stop them when they're in the right places. They fall away if you pause too long atop them, so skip quickly across them to the next section of the balcony. You'll use bat steps in other spots in this level, too.



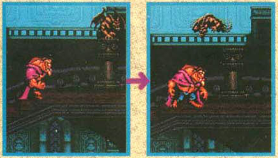
## 2 BOOK BREAK

You'll definitely want to take advantage of the save point in this area, so grab the Green Book. You won't want to start way back at the beginning if you miss a jump or get burned by a candle.



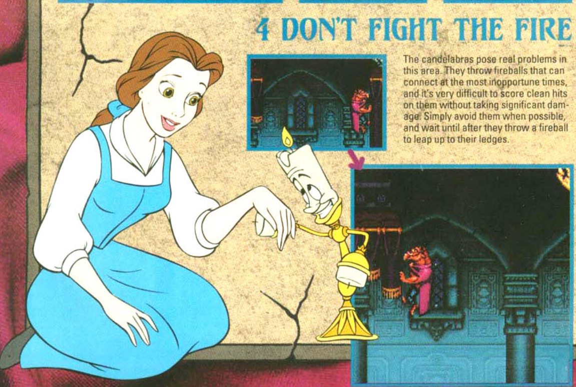
## 3 BASH THE BUST

The sculptures on the pedestals come to life when you near them, then they hover overhead to torment you. Don't wait for them to swoop down to attack. Jump up and bash them with your fist to take them out so you won't have to worry about them.



## 4 DON'T FIGHT THE FIRE

The candelabras pose real problems in this area. They throw fireballs that can connect at the most inopportune times, and it's very difficult to score clean hits on them without taking significant damage. Simply avoid them when possible, and wait until after they throw a fireball to leap up to their ledges.

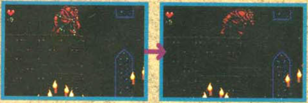


# The Castle: Level 4

Level 4 is a short, horizontally-scrolling stage with lots of spikes and suits of armor that come to life when you tread on their territory.

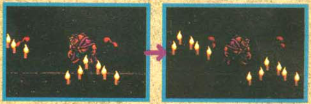
## 1 MAKE IT MOVE

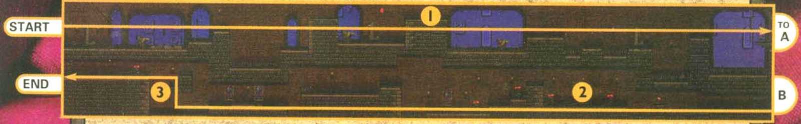
It looks like you're in for a sharp fall, but if you give a great Growl, the dark platform in the bricks will start to move out to the right. Hop on and take a ride safely over the spikes to the next ledge.



## 2 HELMET HEADS

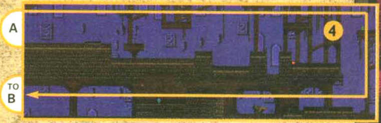
The plumed helmets that are part of the fallen armor come to life and start snapping their jaws as soon as you near them. Stay on your toes and be prepared to slap them away before they help themselves to a Beast feast.

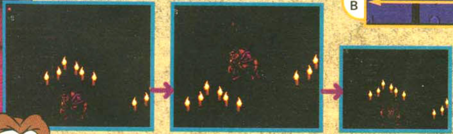




## 3 HEART STOMP

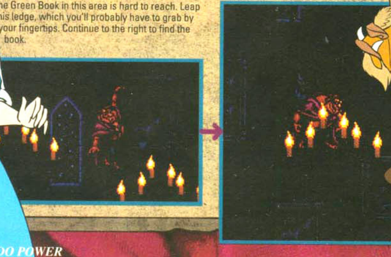
Take a break to do some reading and restore your Heart to a healthy condition. Jump up to the high ledge, then stomp down to the right to make a dark, Red Book appear on the bricks above. Grab the book to refill your Heart.





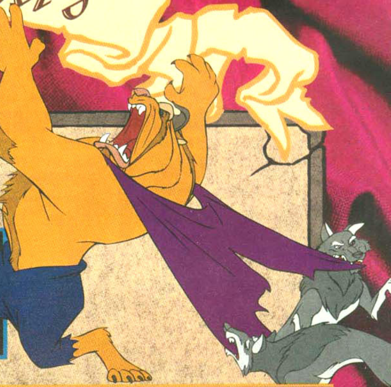
## 4 CLIMB TO CONTINUE

The Green Book in this area is hard to reach. Leap to this ledge, which you'll probably have to grab by your fingertips. Continue to the right to find the book.



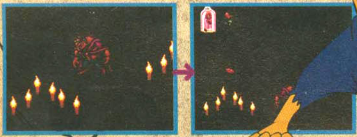
# The Castle: Level 5

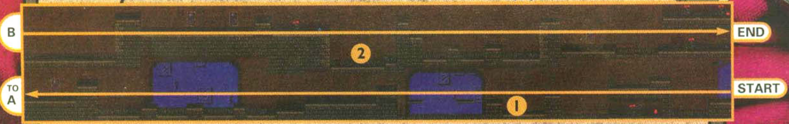
You'll continue scrolling sideways in Level 5, where you'll meet the first major enemy in the game.



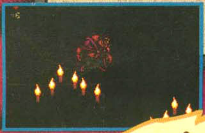
## 1 PETAL PLATFORM

It's important to keep the flower in the bell jar at the upper left corner of the screen in good health. Ride the platform up, then jump off to pick up a Rose Petal that will extend the life of your flower.

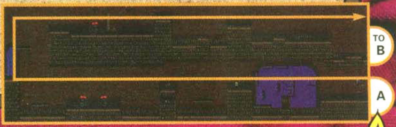




## 2 BAT BOUNCE



You'll need help crossing the spikes here. Wait until the bat flies off the screen to the right, then roar to freeze it.

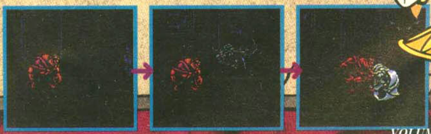


# Big, Bad Bird

The Beast is in for a battle when he comes face-to-beak with the big bird at the end of this level. Only victors can continue to the next stage.

## WING WATCH

Watch the bird's shadow when it's off the screen to see where it will show up next. Jump between platforms to get into position to swipe at the bird from behind.

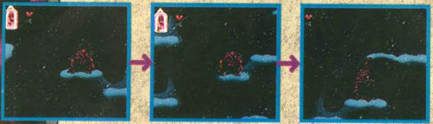


# The Wolf Pack

Fearing The Beast's anger, Belle flees the castle, running out into the dangerous darkness. Follow her there to fend off the wolves and bring her back.

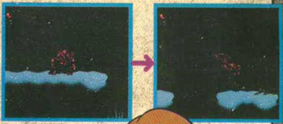
## TAKE TO THE TREES

You'll probably have better luck if you stay in the trees than you will if you try to travel on the icy platforms in the water below. Watch out for the bats that fly from the tree trunks, and whatever you do, stay out of the frigid water.



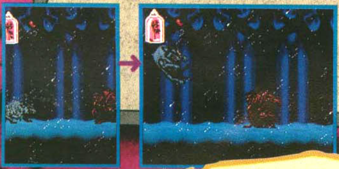
## SPIKES OF ICE

One brush with the ice spikes in this area is deadly, and the platforms here are slippery. Take off from a bit farther back than usual as you try to jump from platform to platform.

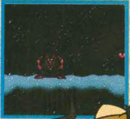


## LEADER OF THE PACK

Your meeting with the leader of the wolf pack is going to be a real dog fight. He appears and disappears at will. Keep moving back and forth on the screen so you can see where he's about to show up. Get ready to swipe at him when he first starts to strike.



## HAVE A HEART



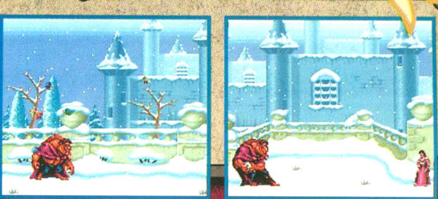
Whenever you land from a high jump, Stomp to see if a Heart appears.

# Snowball Fight

After the big dog fight, Belle tends the Beast's wounds, then the two engage in a snowball fight that's a frosty game of catch.

## CATCH!

Prepare for the big chill. Belle throws the snowballs, and you have to catch them before they hit you. If you miss four, it's Game Over for you. You have to catch seven in phase one, nine in phase two, and in the final phase you have to catch 11. If you complete all three phases, you'll return to the castle to continue the game. Try to catch the snowballs at the last moment, just before they hit you.

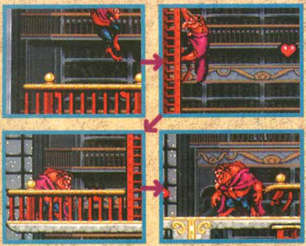


# The Library

You have to find your way through the Library to get to the ballroom, and there is more than just reading material to contend with here.

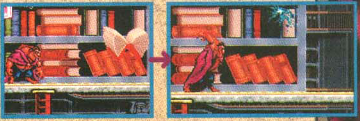
## HEARTS & FLOWERS

Keep your eyes peeled as you explore the various shelves in the castle Library. Hearts and pieces of Rose Petal are peeking out here and there. They're hard to see, so if you rush you're likely to miss them. Look behind railings and in out-of-the-way places. Stock up on energizers for the challenges that are yet to come.

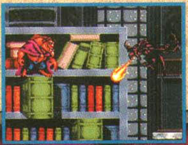


## HIT THE BOOKS

Books fly from the shelves to attack as you start to walk by, so keep your guard up. Some of them bob up and down. Don't try to walk under them; instead, jump and swipe at them before they can do any damage.



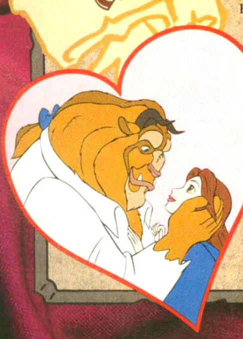
## BIRD BRAIN



Another big bird targets you for attack as you attempt to exit the Library. This one attacks much like the earlier one did, but it shoots fireballs as well as striking at you with its wings. Watch its shadow.

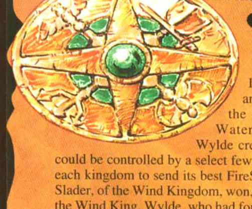
# En Garde, Gaston!

The final stage has The Beast climbing up the castle's outer wall, and when he's far off the ground, Gaston emerges from a window and tries to send The Beast spiraling to certain death. Will Gaston succeed? Will The Beast take the big dive? And what will become of Belle if he does? Check out Disney's Beauty and the Beast on your own Super NES—and write the final scene yourself.



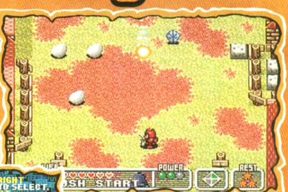
# FIRESTRIKER™

**DTMC's latest Super NES offering is a Breakout-like game in which players use a fireball to blast through blocks and attack enemies. Play takes place in four different regions in the one- or two-player modes, and up to four can participate in the multiple-player mode using a multi-player adapter.**

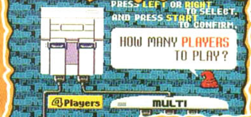


## Tap The Trialight

In years now forgotten, before the arch mage Wylde created the Trialight, the kingdoms of Earth, Wind, Fire and Water vied for power. To bring peace, Wylde created the Trialight, a ball of fire that could be controlled by a select few known as FireStrikers. He challenged each kingdom to send its best FireStriker to compete on its behalf. When Slader, of the Wind Kingdom, won, the kingdoms united under the rule of the Wind King. Wylde, who had found the discord between the kingdoms strangely diverting, soon became restless and decided to conjure up four monsters. The Wind King called upon Slader once again...this time to battle Wylde's twisted creations.



FireStrikers use the Trialight to attack enemies of all sorts and to break through barriers of stone and ice. Multiple play modes, including a multi-player mode that lets up to four compete, add variety to an otherwise very basic game.

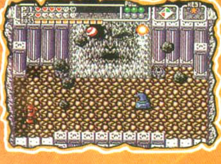


PRESS LEFT OR RIGHT TO SELECT, AND PRESS START TO CONFIRM.

HOW MANY PLAYERS TO PLAY?

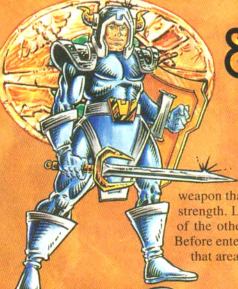
4Players

MULTI



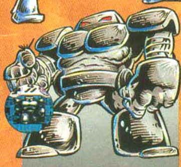
Sorcerer Wain, from the Wind Castle, will be your constant companion as you fight your way toward the mystic Spirit Palace.

© 1994 HECT and Axes Art Amuse



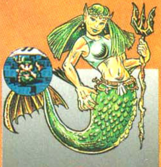
# Slader Striker of Wind

You'll begin the quest as Slader, the victor in the battle of the FireStrikers. He is a human who directs the Trialight by swinging his Ethereal Striker Sword, a mighty weapon that aims true. Slader is a well-balanced Striker with good foot speed and considerable strength. Later, after you conquer the different monsters created by Wylde, you'll gain the use of the other FireStrikers shown below. All have special talents and particular capabilities. Before entering an area, you'll be able to select a Striker. You'll have to choose the right one for that area.



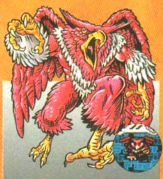
### GARUM

Garum, Striker of Earth, is a massive fighter made from the Earth Elemental Stone. He is extremely powerful, but because of his great size and weight, he's also very slow.



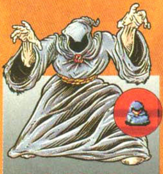
### LOA

The only female of the bunch, Loa is the Striker of Water. She uses the Trident she carries to control the Trialight with great accuracy. She's a small, quick crusader against evil.



### ENO

Eno, a Griffin soldier, is the Striker of Fire. He is the fastest of all Strikers, and sometimes his speed gets him into trouble. He controls the Trialight with a flick of his wing.



### WAIN

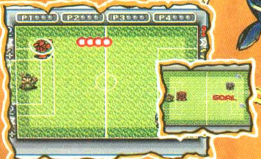
The Sorcerer Wain follows you everywhere. You can't select Wain in the one-player mode, but you can in the two-player, cooperative mode. Use him to guard the gate when playing alone.

# Multi-Player

Although the multiple-player mode requires the same skills as the one- and two-player cooperative mode, the goal is different. There are 10 different fields to play in the multi-mode, including six soccer-type games and four games of survival.

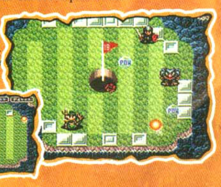
## SOCCER

In the six soccer games, divide the players into two teams. The object is to score by flinging the Trialight into the opposing team's goal.



## SURVIVAL

The goal in the survival games is to use the Trialight to knock your opponents' FireStrikers off the platform. There are four different platforms.

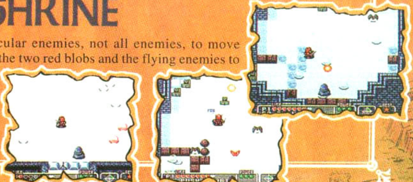


# FireStriker's Domain

After answering the summons of his king, Slader sets out to clear the four countries of the demons unleashed by Wylde. He leaves the castle in the kingdom's northeast corner and heads west, down the road that takes him first to Gnome Valley. On the first part of the quest, Slader is accompanied only by Sorcerer Wain, his trusted companion, but as he frees the FireStrikers of the other three kingdoms, they join him in his quest to unseal the door to the Spirit Palace. The strategies shown on these pages will help you make it through some tough areas with most of your life force intact.

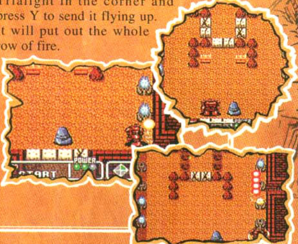
## WIND SHRINE

You have to defeat particular enemies, not all enemies, to move through these rooms. Beat the two red blobs and the flying enemies to open the doors. Don't break blocks, as you will release other enemies that will just cause problems.



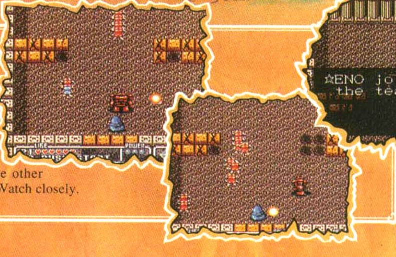
## FIRE COUNTRY

Use a Power Strike. Trap the Trialight in the corner and press Y to send it flying up. It will put out the whole row of fire.



## FIRE TOWER

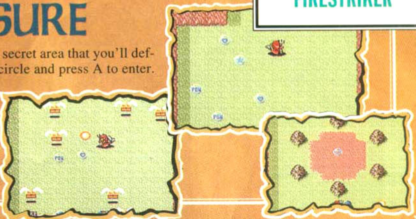
You must destroy the centipede's blue head segment to free Eno. As soon as you strike the centipede, though, its body segments will scatter, and when you hit the head, it will turn red and look like all of the other pieces, so it's easy to lose track of it. Watch closely.

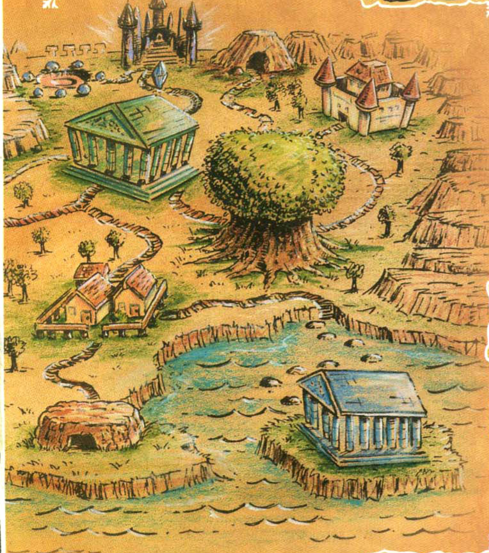


☆ENO joins the team.☆

# HIDDEN TREASURE

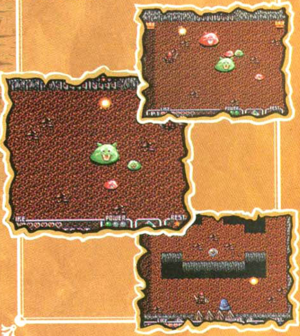
Just west of the entrance to the Spirit Palace is a secret area that you'll definitely want to investigate. Stand on the brown circle and press A to enter. Strike all of the flying chests inside to fill up on Power, Hearts and Reserve Lives. Move up one room to find a Treasure Chest that holds a Life Box. If you accidentally shoot the Trialight through the door above, don't worry—you can enter this area as many times as you want to.





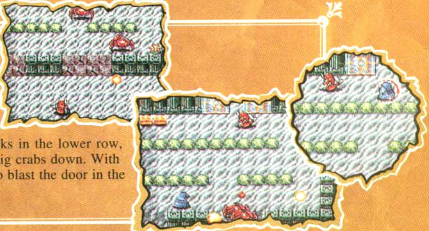
# EARTH CAVE

The Orga Stone will move to allow you access to the cave behind it after you battle your way through the Earth Palace and defeat Spel. The chests inside hold a Large Heart, a Star and a Life Box, but you'll have to blast the big and small blobs inside to collect the treasures.



# WATER PALACE

Inside the Water Palace, where you'll need to use Loa in order to breathe, you'll meet up with some crusty crustaceans that will make progress difficult. In this room, break out the center blocks in the lower row, then swim up and use the Trialight to force the big crabs down. With them trapped in the bottom area, you'll be able to blast the door in the upper wall open.

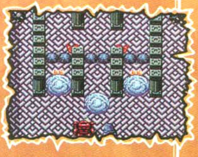


# The Elements

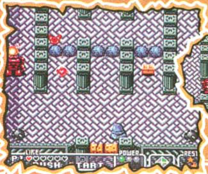
All of the areas have their tricky points. The first time you enter some of the rooms, you might sustain heavy damage trying to figure out the best way to proceed. If you enter with the most useful FireStriker for the area, make full use of your Power Strikes and pick up Stars whenever they're available, you can make it through most rooms unscathed. Try using the techniques shown here to complete each region in good condition so you'll have full power when you face the major enemies described on the next page.

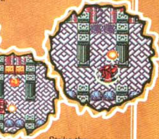
## EARTH

Each of the Treasure Chests pictured holds a Large Heart. Use one, then push the Trialight up through the spiked ball and over through the blocks to the center area. Defeat the flying enemy.



Watch out for the big boulders that roll down when you first release the Trialight.

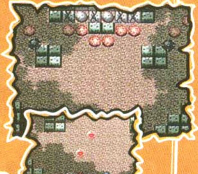




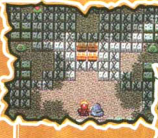
Strike the Trialight against the door to open it.

## WIND

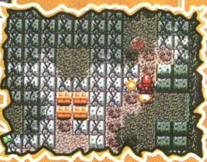
The boulders roll down as soon as you strike the Trialight. Pick up the Hearts they leave behind, then use a Power Strike to blast through the blocks.



Refill your Hearts, then break your way out of this room.

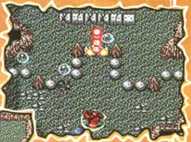


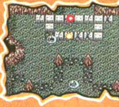
Don't leave this room without beating the bee and getting the Star.



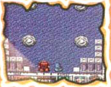
## WATER

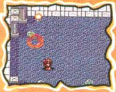
Avoid the blobs. Use two Power Strikes, one after the other, to break out.

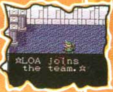




The blobs hone in and follow you around. The longer you wait, the closer they get. Power Strike out before they reach you.





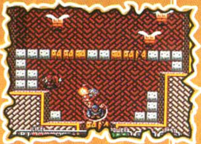


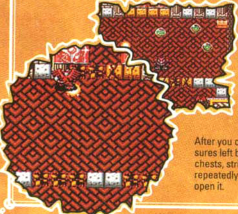
☆LOA joins the team.☆

Don't chase the big boulders around. Stay near the center of the room and let the Trialight bounce around the room after them.

## FIRE

Power up by breaking all of the winged Treasure Chests and picking up the booty they leave, but don't hit the stationary chest.





The winged Treasure Chests hold goodies, but the chest sitting in the upper right corner houses an enemy.

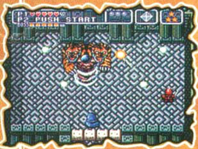
After you collect the treasures left behind by the chests, strike the Trialight repeatedly against the door to open it.

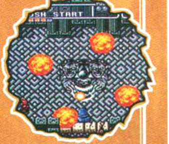
# Wylde's Crew

The products of Wylde's twisted imagination form a motley gang of guardians. They all attack with some form of fire. After you score direct hits, get ready to run for cover, because all of these tormenters retaliate in some way, and when they do, they can score major damage. Hit and run is the rule.

## Spel

Post Wain in the center of the gate and strike the Trialight in diagonally from one of the corners.

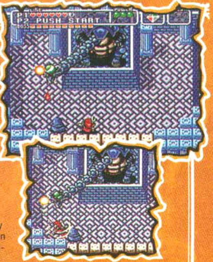




After you strike, watch out for Spel's fireball attack.

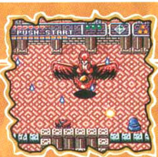
## Intel

Intel bobs his head back and forth as he spits fire. Put Wain at the corner of the gate, as shown and stand between him and the wall, striking the Trialight up and down.

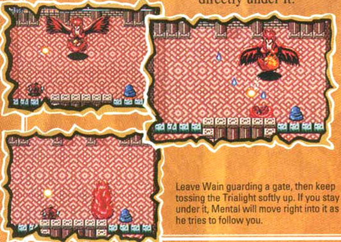


After you score a hit, run quickly back and forth across the screen once to avoid Intel's biting retaliation.

## Mental



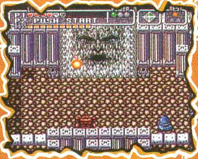
Place Wain in the center of one of the two gates. Mental follows your movement, so float the Trialight up and stay directly under it.

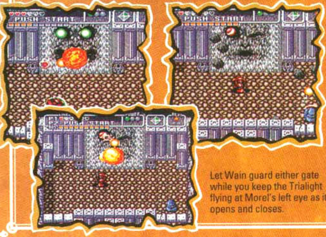


Leave Wain guarding a gate, then keep tossing the Trialight softly up. If you stay under it, Mental will move right into it as he tries to follow you.

## Morel

Stay under Morel's left eye—it opens more often than the right one does. Shoot the Trialight up when the red orb appears.

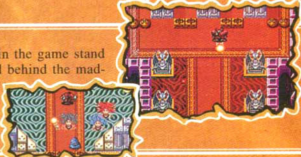


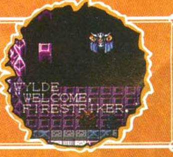


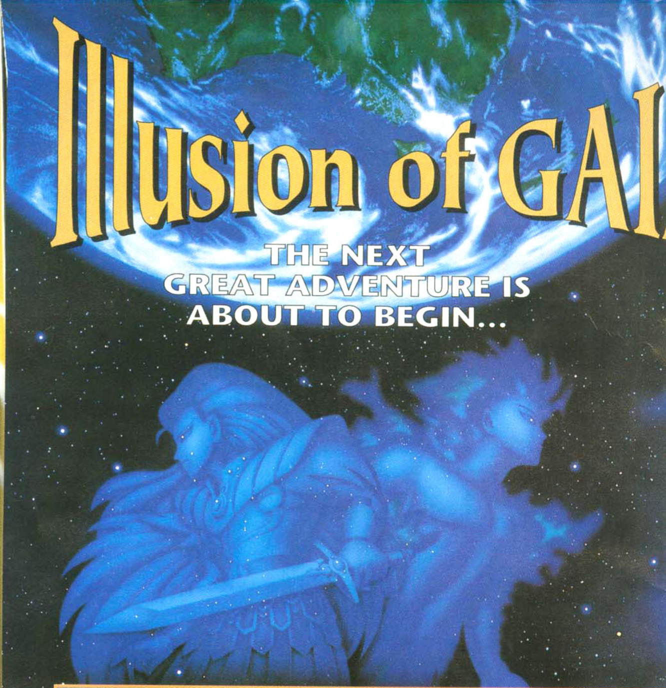
Let Wain guard either gate while you keep the Trialight flying at Morel's left eye as it opens and closes.

## Wylde

The two most dangerous rooms in the game stand between you and the mastermind behind the madness. Wylde has saved his most sinister tricks and traps for the final fiends to use and abuse.





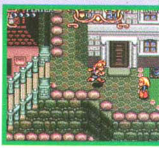


# Illusion of GAI

## THE NEXT GREAT ADVENTURE IS ABOUT TO BEGIN...

## YOUNG INDY, STEP ASIDE

In the Age of Exploration, an expedition from South Cape is lost in the ancient Tower of Babel, but somehow young Will survives. It is the beginning of an adventure that carries Will across the globe, from Inca ruins to the Great Wall of China. His friends help when they can, and Gaia, the earth spirit, lends her aid, but only Will's newly awakened power can overcome the peril of the Chaos Comet that approaches Earth on a mission of destruction. The Illusion of Gaia brings you true adventure, swashbuckling action, intrigue, fantasy, challenge and fun. The Illusion is coming in September, but the dream begins today.



## THE POWERS OF WILL

Early in the game, Will learns of his special telepathic power. By spinning his flute, he can move objects. He can also play magical tunes. Since no one will sell weapons to a child, Will must even use his flute as a bo stick to whack enemies. Later, Gaia shows him how to transform into Freedan the dark knight and Shadow.

### WILL

Will may seem like an average boy, but he holds unguessed powers at his command. In time, you'll learn them all.

### FREEDAN

Freedan the knight solves his problems with a mighty sword. Once Will transforms himself, he can slay dragons.

### SHADOW

The unearthly Shadow can transform into an invincible liquid or fire energy blasts at attacking enemies.

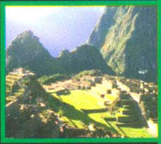
TM & © Enix Corp

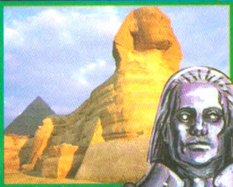
## PRONOUNCED GUY-UH(GAIA)

The Illusion of Gaia is 16 megabits of great graphics, story, action and sound—but what exactly is a Gaia? Gaia serves as teacher and savior to Will. By entering the Dark Space, you can be healed, learn new powers, transform Will, receive clues and save the game. As a game, Gaia may have more variety than any adventure ever.

## AROUND THE WORLD IN MANY DAYS

Unlike most video games, Illusion of Gaia portrays real places and the flow of time. Will's journeys take him to many famous sites where he must uncover mystic icons of a lost age. The Pyramids, Ankor Wat, and the Nazca Plains of South America are just some of his stops. The passage of time is also important. During days lost at sea, Will and the Princess grow to trust and rely on one another. At other times, you must wait for events to catch up to you. Time extends even further in the story with the Chaos Comet, which returns every few thousand years in a reign of destruction.





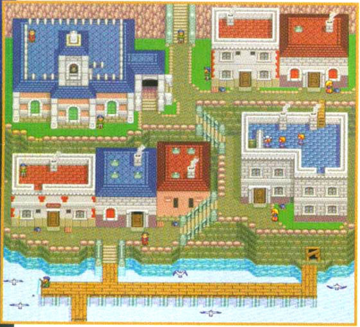
The passage of the comet causes powerful beasts of war to reawaken in the dark places of the world.

Will must slay foul creatures and uncover the age old secrets of the pyramids.

Sometimes the fight is too much for Will and he must transform into Freedan the fearless knight. The powerful medieval warrior slashes through evil.

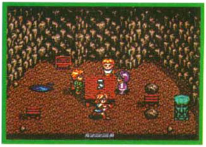
# TALK OF THE TOWN

Rumors run rampant through the streets of South Cape and an unsettling atmosphere has settled over the port town like a dense fog. To begin solving the mysteries, Will must speak with everyone and explore the town from the warf to the roofs of the houses. In towns, castles and other areas around the world, Will slowly pieces together the story of his own past and the greater tale that includes the ancient relics.



## SOUTH CAPE

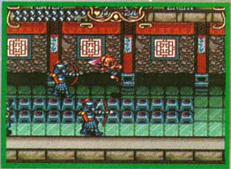
News of the failed expedition to the Tower of Babel has cast a pall over the town of South Cape. Will first learns of his special power in the seaside cave with his friends. Back in his aunt's house, Will meets the runaway princess and her pet pig, Hamlet.



With the power of his mind, Will can move objects like this stone statue in the sea cave.

## YOUNG WILL

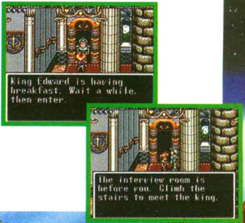
Like other young adventurers such as Link, Indy and Luke Skywalker, Will must learn as he goes. His powers are mainly potential when the game begins, but over time he will hone them and they will become more powerful. He'll learn running, dashing and jumping moves. At times, he'll sleep and dream.



Will is full of surprises. He must learn some new skill in almost every location he visits. Some skills he'll use once.

## TIME CHANGES ALL THINGS

Time plays an important part in Illusion of Gaia. Over time, people learn new things that they can share with Will. People may move to new locations and partake in new activities. An important strategy is to return many times to each location to see if things have changed. Another strategy is to wait for things to change.

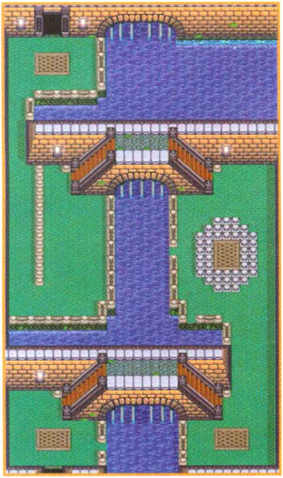


King Edward is having breakfast. Wait a while, then enter.

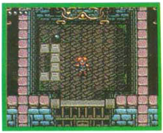
The interview room is before you. Climb the stairs to meet the king.

# PERILOUS PUZZLES

When Will isn't uncovering clues and dealing with his friends, he's probably battling the beasts of war in one of their ancient dens. These dens often include traps, mazes and puzzles that must be solved in order to move on. Will can increase his strength and defense by defeating enemies, but some of the foes are too much for his simple fighting techniques so he must transform into Freedan or Shadow.



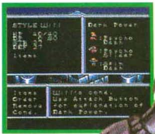
## KING EDWARD'S PRISON



Some things are inevitable, like getting thrown in prison. Luckily for Will, his stay proves valuable. Once he breaks free, he must still escape the catacombs.

## FORCES OF EVIL

In the battle areas, Will meets dozens of grisly denizens of darkness, and all of them have an eye out for him.



STYLE Will

Dark Power

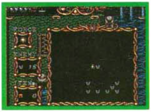
Psycho Dash

Psycho Slider

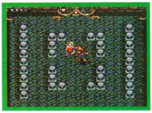
Spin Dash

Items
Order
Remove
Cond.

Will's cond.
Use Attack Button for explanation of Dark Power.



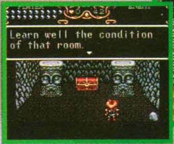
The Enemy Radar clearly shows you all the targets within an area.



One of Will's levels will increase if he destroys all of the enemies in an area.

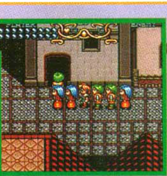
## EXPECT THE UNEXPECTED

The Illusion of Gaia is like no other game in the adventure category, because it is so full of twists, turns and surprises. One minute you're battling through the mountain ruins of the lost Inca empire, and the next you're aboard an ancient treasure ship. And yet many of the puzzles are subtle. Two rooms seem identical, but are they? Why are these people standing in a line? Gaia masters will learn to look for clues everywhere, or they won't survive. Prepare yourself for the adventure of the year. It's three months away and closing.

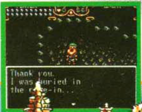


Learn well the condition of that room.

The game takes on new dimensions in Angel City.



Is there anything here worth waiting around for?



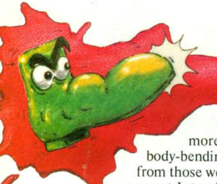
Thank you.
I was buried in the cave-in...

The wind stirs your imagination. What is behind the stone wall?

# ClayFighter™

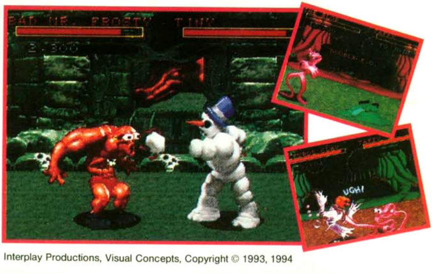
## TOURNAMENT EDITION

***Have you heard the spine-tingling story of how the Clay Fighters came to be? The once innocent inhabitants of the Playland Amusement Park were brutally bombarded by a big ball of Purple Clay. This monstrous meteor made Mudland's masses mutate into claim-staking, clay-thirsty crusaders—the Clay Fighters!***



## IT'S CLAY TIME!

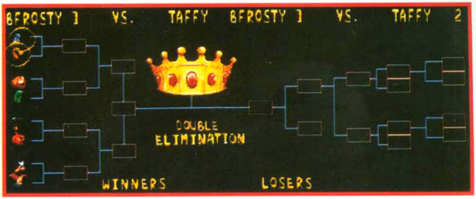
Get ready for some more torso-twisting and body-bending Super NES action from those weird and wacky game gurus at Interplay and Visual Concepts–the super sculptors that brought you the original Clay Fighter game. The Clay Fighters are colorful and often comical characters that offer an amusing alternative to the more violent arcade-style fighting games. Now, in Clay Fighter Tournament Edition, you will have an even greater opportunity to show off your fancy footwork and magnificent moves by challenging up to eight of your closest buddies to a tournament of phenomenal proportions!

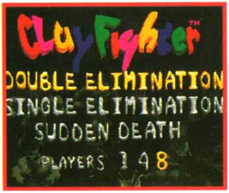


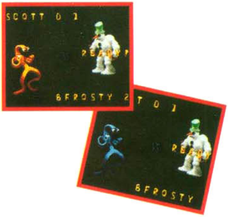
Interplay Productions, Visual Concepts, Copyright © 1993, 1994

# JUST DO IT!

That's right—if you were a Clay Fighter fan, you won't be able to contain the clay inside of you when you see all the fabulous new features added to Clay Fighter Tournament Edition. If you are new to the Clay Fighting scene, don't let the friendly exteriors of the Fighters fool you. This game is as challenging and exciting as the other street-fighting games, but instead of going for blood and guts, it's clumps of clay you're aiming to take away! To add to the fun, you can challenge up to eight of your friends in a Single Elimination, Double Elimination or Sudden Death championship contest. You can choose a character, enter your own name and even choose a color to eliminate any confusion during the matches. Let the games begin!

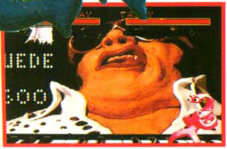

BFROSTY 1 VS. TAFFY BFROSTY 1 VS. TAFFY 2
DOUBLE ELIMINATION
WINNERS
LOSERS


ClayFighter™
DOUBLE ELIMINATION
SINGLE ELIMINATION
SUDDEN DEATH
PLAYERS 1 4 8

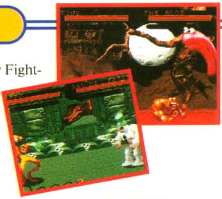

SCOTT 0 1
READY
BFROSTY 2
T 0 1
READY
BFROSTY

# FEATURES

## BACKGROUNDS



One of the outstanding features of Clay Fighter Tournament Edition is the obvious attention to detail in the graphics. They're awesome! Plus, in the Vs. Mode, you are able to choose any one of twelve different backgrounds. Our favorite is a larger-than-life Blue Suede Goo and his piano.

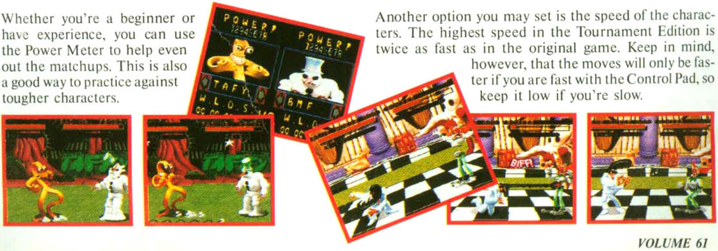


## LEVELING OUT

Whether you're a beginner or have experience, you can use the Power Meter to help even out the matchups. This is also a good way to practice against tougher characters.

## SET THE SPEED

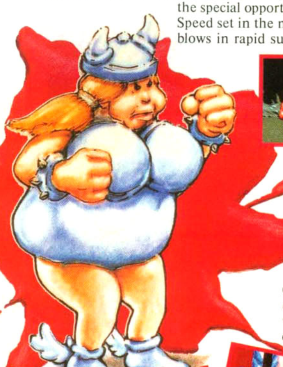
Another option you may set is the speed of the characters. The highest speed in the Tournament Edition is twice as fast as in the original game. Keep in mind, however, that the moves will only be faster if you are fast with the Control Pad, so keep it low if you're slow.

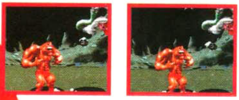

POWER?
12345678
POWER?
12345678
TAFY
W.L.O.S.
BMF
W.L.O.
BIFF!

# MASTER MOVES

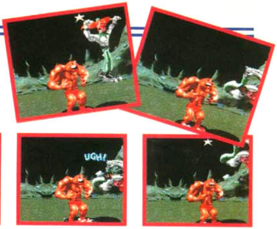
## MULTIPLE PUNCHES

Occasionally, when the timing is just right, one may take advantage of the special opportunities that arise. With Game Speed set in the middle, it is possible to deliver blows in rapid succession.





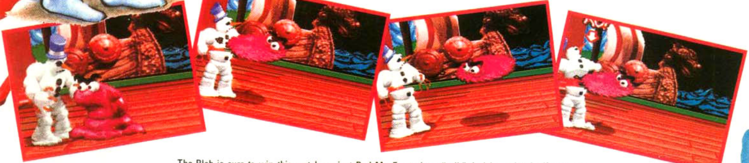
Watch how Tiny demonstrates this very useful maneuver when fighting Bonker. He pushes Bonker all the way to the right side, then lets the punches fly.



Bonker doesn't stand a chance against Tiny's terrible barrage of blows. When you're the aggressor, this technique certainly comes in handy, but if you're on the defensive, don't get yourself caught cowering in the corner.

## CORNERING

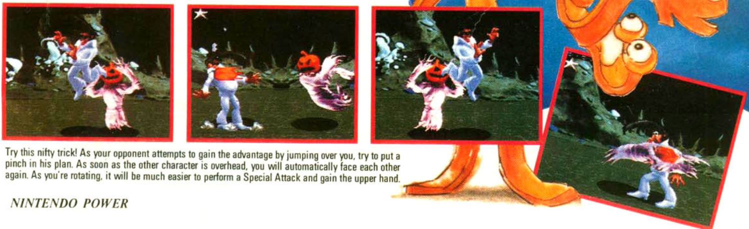
Once you have the Special Moves down, try tripling the effectiveness with this handy hint. Corner your opponent, then hold Down and Left on the Control Pad. The Blob will charge up for his Special Move, while simultaneously blocking Bad Mr. Frosty's attacks. Set the Saw free and let it slice through three times!



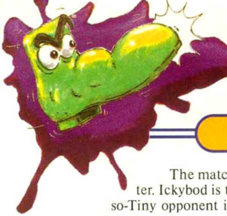
The Blob is sure to win this match against Bad Mr. Frosty by a "split" decision—that is, if you can catch that cagey character in the corner and clobber him with your bold Blob Buzz Saw.

## TURN THE TABLES

As a master Clay Fighter, or at least a master-in-training, it is important to watch out for out of the ordinary opportunities to score. Part of the fun with video games is that there are all sorts of techniques for you to discover that may not be listed in the game manual.



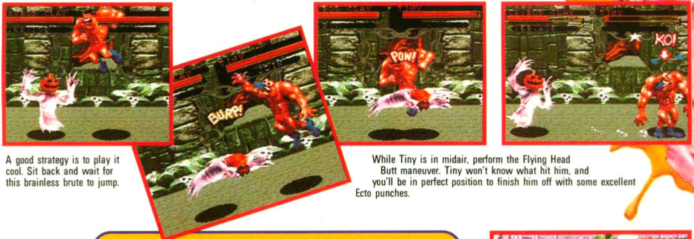
Try this nifty trick! As your opponent attempts to gain the advantage by jumping over you, try to put a pinch in his plan. As soon as the other character is overhead, you will automatically face each other again. As you're rotating, it will be much easier to perform a Special Attack and gain the upper hand.



# ONE-ON-ONE

## ICKYBOD CLAY VS. TINY

The match-up between Ickybod Clay and Tiny is no small matter. Ickybod is the clay incarnation of the circus ghost, while his not-so-Tiny opponent is the wrangling wrestler on the circus scene.

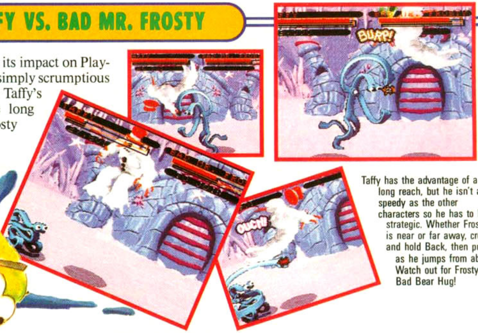


A good strategy is to play it cool. Sit back and wait for this brainless brute to jump.

While Tiny is in midair, perform the Flying Head Butt maneuver. Tiny won't know what hit him, and you'll be in perfect position to finish him off with some excellent Ecto punches.

## TAFFY VS. BAD MR. FROSTY

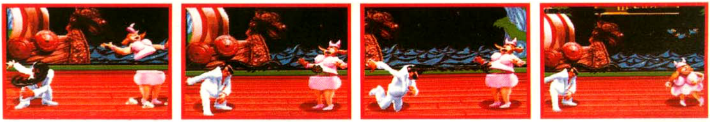
Before the Big Purple Meteor made its impact on Playland, Taffy and Bad Mr. Frosty were simply scrumptious circus snacks. Now you'll see how Taffy's stretchable body makes for some long range attacks, and how Bad Mr. Frosty can become a snowball bomb.



Taffy has the advantage of a long reach, but he isn't as speedy as the other characters so he has to be strategic. Whether Frosty is near or far away, crouch and hold Back, then punch as he jumps from above. Watch out for Frosty's Bad Bear Hug!

## BLUE SUEDE GOO VS. HELGA

Here's a contest of the crooners you won't want to miss! Once a middle-aged circus freak, the Purple Meteor gave this groovy-dooed dude delusions of grandeur—he believes he's the King of Rock and Roll! Helga's humongous heft helps her hold her own against most any opponent, although her mind is often on her next meal.



Blue Suede Goo is obviously outweighed by Helga, so his best bet is to lay low in the left corner and let his lovely locks loose. Press Down, Down and Back, and Back plus a Punch to perform the Flying Forelock attack. Blue can also hurt Helga by humming a few bars. Press Down, Down and Front, and Front plus a Punch.

© 1994 Bullet-Proof Software
© 1993 Naxat Soft
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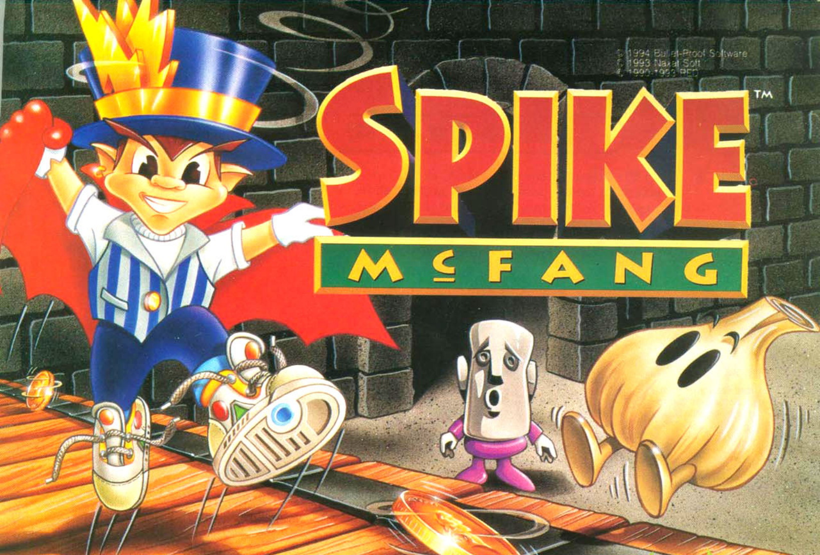
# SPIKE McFANG™

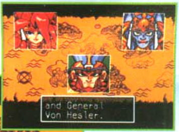


## A NEW TWIST FOR ADVENTURE

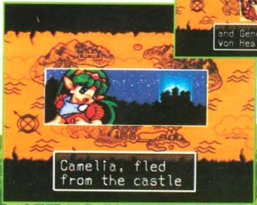
With The Twisted Tales of Spike McFang, Bullet-Proof Software takes a traditional adventure game and adds an offbeat character with unusual skills to give it a fresh feel. Young vampire-in-training Spike McFang stars in this one-player, battery-backed Super NES title, and his abilities are unlike any hero you've known before. He attacks by either spinning his cape or throwing his top hat, and he gains energy not by drinking blood, as you might expect of his ilk, but by eating vine-ripened tomatoes.

According to the game's story line, Spike is the son of Dracuman, one of the three leaders of the Vladamasco Islands. He shares the ruling duties with Vampra and General Von Hesler, but it appears that Von Hesler has a greedy streak in him. While Spike is off at training camp, Von Hesler kidnaps Dracuman and Vampra and plans to rule the kingdom solo. Spike, along with Vampra's daughter, Camelia, and Von Hesler's son, Rudy, plans to put an end to the tyranny and free the imprisoned sovereigns. His quest takes him from his home palace on the Island of Dracuman to islands previously ruled by Vampra and Von Hesler.

As adventures go, it's a slow-moving game, partly because of its slow-scrolling dialogue and partly because the animation is less than speedy. There aren't many spells to use or actions to learn, but that might be a plus for young players, for whom the theme seems most fitting, or for inexperienced adventurers, who might like the training mode at the game's opening.



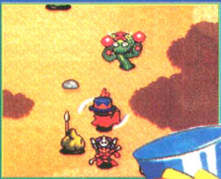
and General Von Hesler.



Camelia, fled from the castle

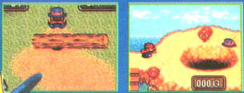
# A PRINCE OF A VAMPIRE

As prince of Batland, Spike feels responsible not only for rescuing the king but also for ensuring the safety of the inhabitants of the kingdom. He vows to vanquish Von Hesler and return the rightful rulers to their thrones. He has the determination and—after training camp—the skills to make good on his promise.



## TRAINING

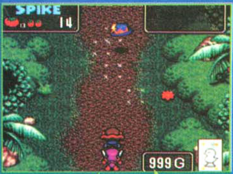
At camp, Spike learns to jump over logs, break bricks with his cape and pop balloons with his hat.

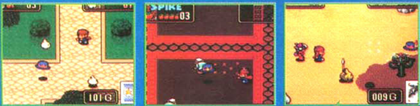


Attacking with his hat and jumping over objects are two skills that Spike learns at camp.

## HAT TRICKS

Young McFang begins with a regular top hat but can upgrade to Star, Feather and Lightning Hats by purchasing them at local stores. He'll have to earn enough money to pay for them by battling the enemies he encounters on his quest.



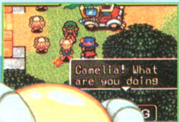


# THE MORE, THE MERRIER

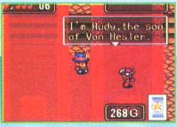
Spike won't have to go it alone. He'll be accompanied at various points by Camelia, Rudy and Professor Steam, who all offer help of some kind. They often show up at the most opportune times to bail Spike out of dicey situations.

## CAMELIA AND RUDY

You'll meet up with Rudy somewhere in the Batland Palace, and he'll travel with you through the Kalala Desert. Camelia will join the party in Ratville, after you and Rudy defeat the Water Tree and take healing water to her to help her recover.



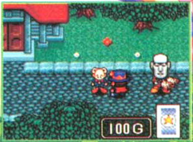
Camelia! What are you doing



I'm Rudy, the son of Von Hesler.

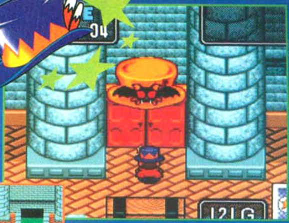
## PROFESSOR STEAM

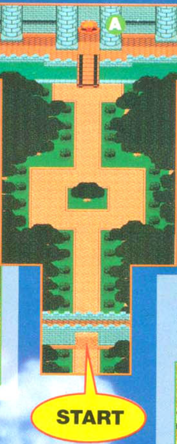
Professor Steam communicates with Spike by way of cellular phone. Every so often, he'll give Spike a call to give him special information or to let him know that he's raised his experience level.



# DRACUMAN CASTLE

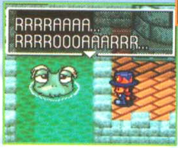
Upon returning to Batland, after completing his training, Spike learns that strangers have taken over his home, Dracuman Castle, and that his parents are missing. Naturally, he's anxious to try out the techniques he learned at camp as he tries to get to the bottom of the mystery. After stocking up on supplies at the village shop, he heads north to the castle entrance, only to find the main door locked.





## MEET SID

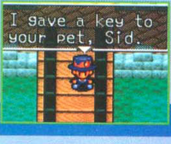
As you turn away from the locked door, you'll get a call from Professor Steam. He'll tell you that your aquatic pal, Sid, has a key to the castle. Look for him in the water to the left of the castle's front door.



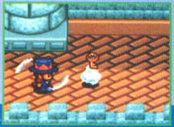
RRRRAAAA...
RRRROOOAAARRRR...

## THE MISSING KEY

Sid may be big and scary looking, but he's not very tough—he lost the castle key to a mere clove of Garlic. You'll find the guilty Garlic to the right of the main entrance. Get the key and start searching the castle.

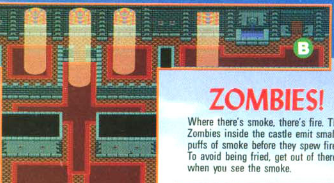


I gave a key to your pet, Sid.



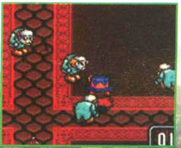
## STOCK UP ON SUPPLIES

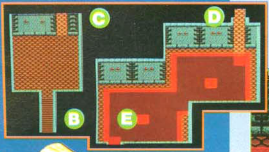
Building experience by defeating enemies is tedious work, but you'll want to increase your level and earn enough gold to buy lots of cards before climbing to the castle's upper floors. Save enough to upgrade your top hat, too.



## ZOMBIES!

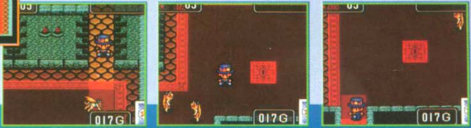
Where there's smoke, there's fire. The Zombies inside the castle emit small puffs of smoke before they spew fire. To avoid being fried, get out of there when you see the smoke.

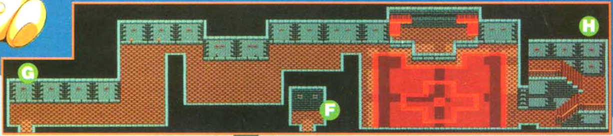




## FELINE FIGHTERS

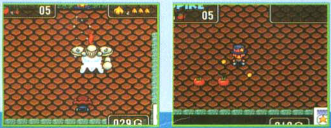
The Feline Fighters are catty battlers. They're hard to beat and take a heavy toll, so try to avoid them as you go through this area.





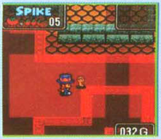
## METAL MUNCHER

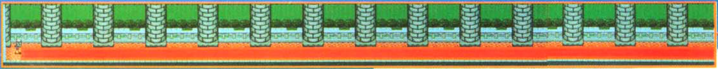
To gain experience quickly, take on a Metal Muncher. Avoid its arms when it throws them and attack from a safe distance using your Top Hat. The Metal Muncher might be big, but it's not as mean as it looks.

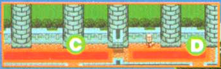


## KEY CLUTCH

The Big Spider in the rafters is guarding a key. When you squash the spider, the key will fall to the floor below. You'll have to go back down the stairs and avoid the Feline Fighters as you find and retrieve the key. Use it to open the locked door on the next floor and continue to another area.

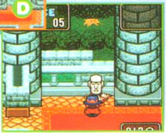






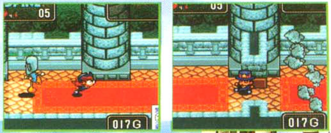
## STONE SAVER

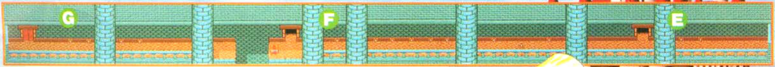
After the Stone Head on the left kicks you back through the wall, be sure to save your game by talking to the Stone Head there.



## KICK BACK

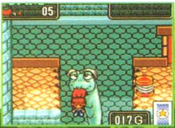
If you walk to the left when you step out the door, you'll come to a Stone Head who'll boot you all the way to the right and through the wall that kept you from walking that direction.





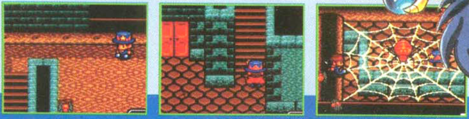
## GET A LIFT

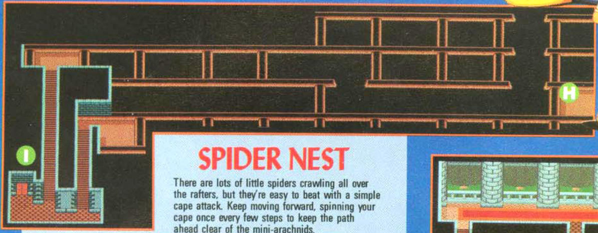
When you jump on the Spring, you'll fly up, hit your head, and fall into the water. Luckily, Sid will fish you out and toss you over to the left. Only a Transport Card will get you out of this part of the castle.



# ARACHNOPHOBIA

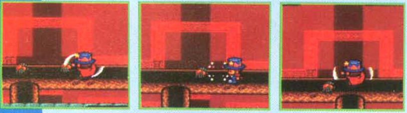
Go past the locked door on the second floor and keep climbing up into the rafters, then walk along the logs looking for the Big Spider that guards the key to the locked door. Attack the spider at an angle from afar using your Top Hat.

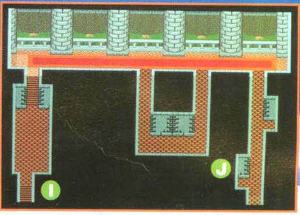




# SPIDER NEST

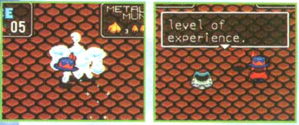
There are lots of little spiders crawling all over the rafters, but they're easy to beat with a simple cape attack. Keep moving forward, spinning your cape once every few steps to keep the path ahead clear of the mini-arachnids.





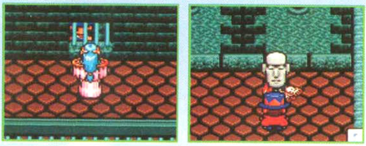
# UP YOUR LEVEL

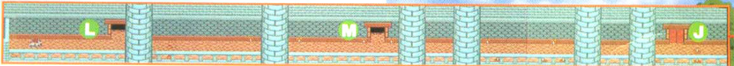
Before challenging Felina, try to attain at least Level 6. Either hang around the castle entrance and beat lots of Garlic and Vampires or search out the Metal Munchers over and over to gain valuable battle experience.

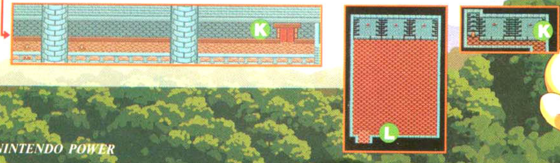


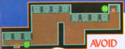
# SAVE AT THE STONE HEAD

When you come upon Spike's mother in the cell, she'll tell you what happened and she'll refill your energy meter. Shortly after you leave, you'll meet up with a Stone Head. Be sure to save your game there, before meeting Felina.



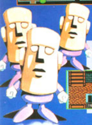






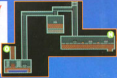
## AVOID ARROWS

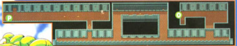
Arrows in this area are fired from off the screen. Stay as close to the bottom of the screen as possible to keep outside their range. Wipe out any enemies in the area, then cross over to the wall on the right and follow it all the way up to stay safely out of the arrows' line of fire.



## POCKET THE KEY

The key to the upper level is in a room on the right. It's filled with buzz saws that appear suddenly, so keep hopping in case one cuts in.





## FIGHT FELINA

You should have a large supply of Big Tomato and Tomato Juice Cards on hand before you enter Felina's hideout. If you're low on cards, use a Transport Card to return to Batland and power-up. After she jumps and jabs her pitchfork into the floor, she'll be immobile for a moment. Attack her before she starts moving again.

# RACE ON TO RATVILLE

Just when you think you've beaten Felina, she'll pull a clever stunt that will leave you caged, but don't panic—Rudy will arrive to save the day. He'll then travel with you to Ratville, where you'll find that Camelia is ill. She needs water from the desert, so you and Rudy will have to travel through the clouds to reach the desert palace and recover the life-giving water.

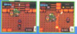
What can we do to help her?
How do you fee..?

# THE DESERT

After dropping from the clouds into the desert, you'll be able to shop for cards and talk to the Stone Head to save your game. Fight nearby enemies to earn gold and buy the most powerful hat you can afford.

## CROCODILE

A shield-wielding Crocodile guards the entrance to the desert palace. Avoid the deadly beams that it fires from its shield, then quickly attack with your Top Hat. Keep as far from the bad-tempered beast as possible as you fight.



## STOCK & SAVE

You'll gain lots of experience by beating the Crocodile, so be sure to save your game. Stock up on Spell Cards before returning to the desert palace.

## TRIM THE TREE

Guardian Angel and Lightning Cards are effective against the Big Tree, but regular hat attacks do little damage. Use one Card after another to reduce the tree to a pile of kindling and gain control of the water.

# THE ICE PALACE

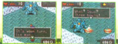
After Camelia drinks the water and recovers her health, she'll join you for the next leg of the journey as you travel to Vampra, a town that is usually tropical but is now frozen. The Freezer and his Ice Palace are behind the big chill. It's Spike's job to thaw him out.

## CUP O' SOUP

As you search for the Ice Palace, you'll meet a stranger who'll tell you that The Freezer's only weakness is Chicken Soup. When you reach the palace, fall through a hole in the floor to get a Chicken Soup Card.

## THE DEEP FREEZE

As soon as The Freezer's life meter appears on the screen, use your Chicken Soup Card. The Freezer will let down his guard and be vulnerable to your attack. Try to strike him from behind repeatedly.



# JAUNT THROUGH THE JUNGLE

There's only one path that leads out of the Jungle. If you take a wrong turn at any point, you'll always end up back at the beginning. Go Right, Right, Up, Left, Down, Left and Up. Beat the enemy there, then go Left, Up, Right, Up, Up and Up to reach Von Hesler.

## JUNGLE BEAST

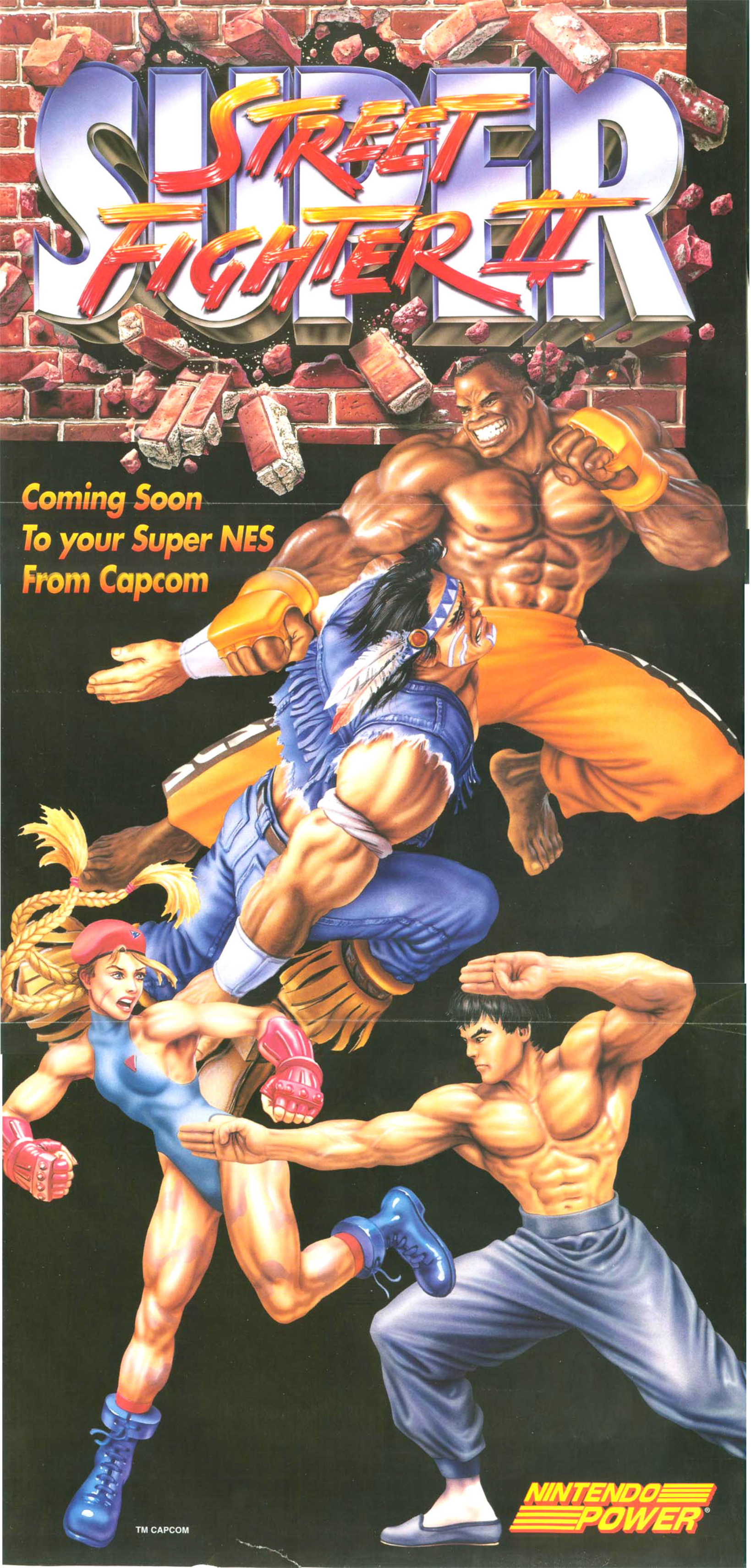
The beast that you meet part way through the Jungle is a gruesome sight. Although its eyes and nose are normal enough, its mouth sits on top of its head. It spits a gross, gummy slime that will entrap you if you touch it. Stay a safe distance away and keep tossing your Top Hat into the fray. Be patient.

## VAMPRA

Vampra taught Felina, her daughter, all about fighting, so you'll find that their techniques are much alike. Enter Von Hesler's Castle and climb the stairs to find her. Avoid her wand, which will chase you around, and attack it as well as her.

# VON HESLER

There's no place to shop here, so fill up on supplies after defeating The Freezer. You'll need to have a healthy supply of re-energizing cards to survive the final fight. At first, Von Hesler looks quite normal, as brutal power-lords go, but after you hit him several times, the true alien beast that dwells deep within him will emerge.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# SATURDAY NIGHT SLAMMASTERS™

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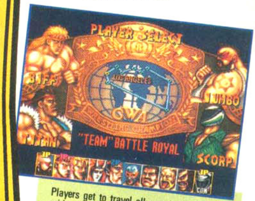
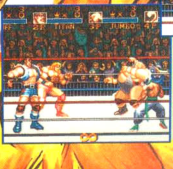

PLAYER SELECT
BIFF
JUMBO
TITAN
SCORP
GWA
"TEAM" BATTLE ROYAL

Players get to travel all over in this world-wide wrestling extravaganza.

## SATURDAY NIGHT'S ALL RIGHT FOR FIGHTIN'

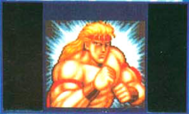
All you lazy living-room wrestlers had better get buffed out and psyched up for Capcom's Saturday Night Slam Masters, a 24-megabyte masterpiece featuring some of the meanest, most maniacal match-ups in arcade game history! Each character has his own brand of wrist-wrangling, body-bending bams and slams for you to try. Time to bash some brains!


TITAN
JUMBO

By choosing Multi-Player Mode, you can pin down up to three of your favorite friends for a four-way tag team wrestle-rama!

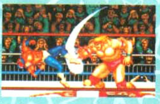
# INTRODUCING THE CAPCOM WRESTLING TEAM

## BIFF SLAMKOVICH



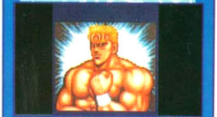
**HEIGHT: 6 FEET, 4 INCHES**
**WEIGHT: 264 POUNDS**

Nicknamed "The Rockin' Russkie", this heavy-metal hunk from Russia loves to perform the Head Rocker.



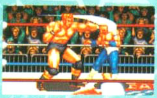
The Sonic Fist is Slamkovich's super Special Attack.

## GUNLOC "THE LOOSE CANNON"



**HEIGHT: 6 FEET, 4 INCHES**
**WEIGHT: 276 POUNDS**

They don't call him the "Loose Cannon" for nothing. He'll go off at the blink of an eye.

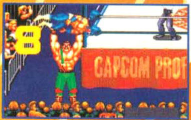


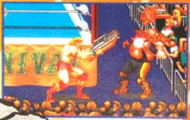
Watch out for this guy's machine-gun arms!

# SINGLE MATCH MODE

In single match mode, you can challenge one computer opponent or wrestle with a friend. The object is to defeat all the SlamMasters and face the Ultimate Challenge—the dastardly duo of Jumbo and Scorp!

## OUT-OF-THE-RING FIGHTING

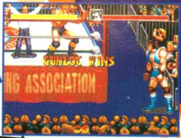




Once outside the ring, you have 20 seconds to smash, bash and crash your opponent with anything that isn't nailed down. Bottles, Chairs and Metal Boxes are all fair game.

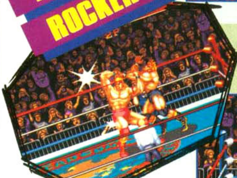
## COUNT OUT

While outside the ring, stun your opponent when the timer is around 15, then jump back in the ring. Watch what happens when the counter reaches 20 . . .

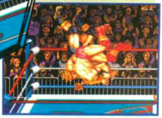


Your opponent is outside of the ring and you win by default!

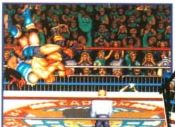
## HEAD ROCKER



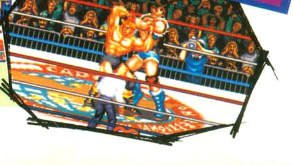
Press Up, Up Right and Right on the Control Pad after a Grab to perform Biff's Head Rocker.



## GUT CRUSH

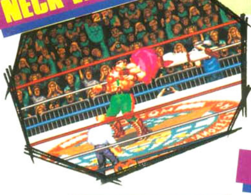


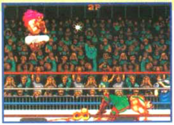
Give Gunloc's Gut Crush a try. The Control Pad sequence is the same as the Head Rocker's.



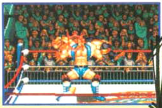
## NECK WRECKER

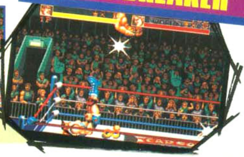
The Great Oni's Neck Wrecker is sure to be a real pain in the neck for your opponent!





## TITAN BREAKER

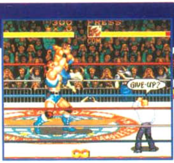




Titanic Tim's Titan Breaker will snap 'em all in half!

## GIVE UP

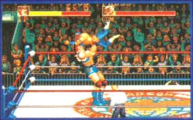
In the event that you are completely creaming your opponent or breaking his back, he may give up and the Referee will stop the match.



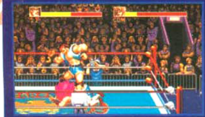
What'll it be—will he surrender or will you smash him to the ground?

## WEARING OUT YOUR OPPONENT

A bit of strategy is best. Don't try a pin until your opponent is weak, or you may be in for some nasty surprises.



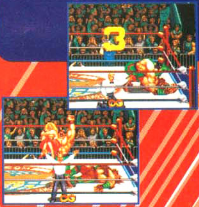
Toss the other guy around a few times to wear his power down.



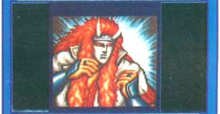
Several stomps with a big boot are also very effective.

## GO FOR A PIN

A perfectly performed pin may get you a special reward! Watch for the Wrestling Woman to leap from the crowd to congratulate the winner.

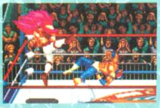


### THE GREAT ONI



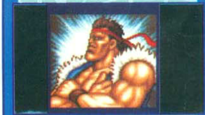
**HEIGHT: 6 FEET**
**WEIGHT: 221 POUNDS**

Thank goodness this former actor traded Kabuki for kicks and became a real rough wrestler.



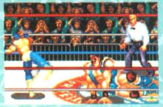
The Cyclone Kick will certainly knock the wind out of any adversary.

### TITANIC TIM "THE BATTLE AXE"



**HEIGHT: 7 FEET, 9 INCHES**
**WEIGHT: 432 POUNDS**

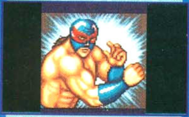
This brawny bruiser is as tall as a tree, and he has a special place for the vertically challenged in his ice-cold heart.



The Tsunami will hit 'em worse than a tornado and tidal wave together.

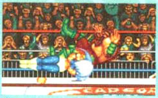
## MORE MONSTROUS MAYHEM

### EL STINGRAY



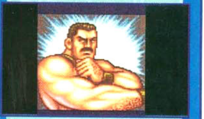
**HEIGHT: 5 FEET, 6 INCHES**
**WEIGHT: 163 POUNDS**

El Stingray is lacking in height, but he makes up for it with masses of muscle and machismo.



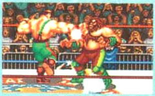
The Jalapeno Comet attack is a hot little helper.

### MIKE HAGGAR "THE UNCIVIL SERVANT"



**HEIGHT: 6 FEET, 7 INCHES**
**WEIGHT: 309 POUNDS**

A burly big-city boy, this former Mayor prefers pulverizing punks to professional politics.



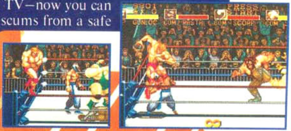
His personality is perfect for pulling off a Piledriver.

# TEAM BATTLE ROYAL

Team Battle Royal is a two-team tournament of the top Slam Masters. Up to four players can pair up with a multi-player adapter, or you can fill in the extras with computer players and let the bone-crushing begin!

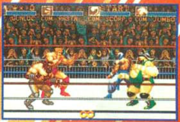
## TURNBUCKLE MOVES

You've seen them do it on TV—now you can tease those unscrupulous scums from a safe distance! Stand near a corner post and press the Control Pad twice towards it to climb up.



## MEET JUMBO AND SCORP

You tested yourself against these two terrible tough-guys in the One-Player Mode, but now you can choose them as your players.

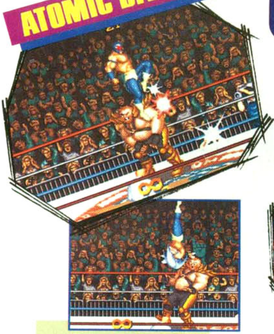


Are these faithful friends or ferocious foes? Perhaps the best of both!

## CHAOS!

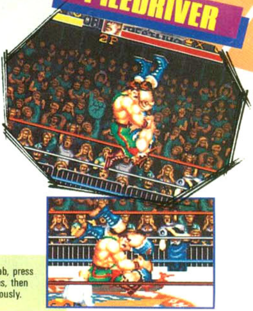
The fabulous four-player feature adds plenty of fun for all, but it can also create a free-for-all frenzy.

## ATOMIC DIVER



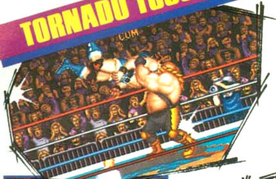
To do Stingray's devastating Diver, press Right, Down, Down Right and Attack. Anchors aweigh!

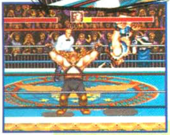
## SPINNING PILEDRIVER



This is tough to master. Grab, press the Control Pad 360 degrees, then Jump and Attack simultaneously.

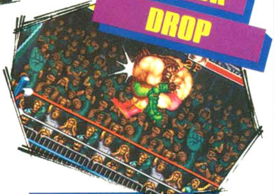
## TORNADO TOSS

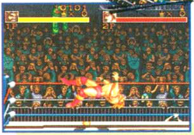




Grab, then press Up, Right, Up and Attack to send your rival revolving rapidly.

## DREADLOCK DROP





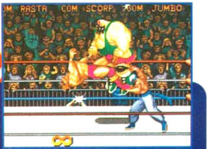
Grab, then press Up, Down and Attack to do the dangerous Dreadlock Drop.

2P STINGR
SP TITAN
COM GUNLOC
STAR

You've got to hang on for dear life when things go awry in the ring!

## TEAMING UP

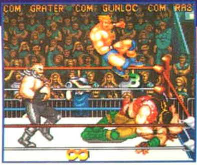
Where did your trustworthy teammate wander off to? There's no time to look for him—these two are going to have their way with you!



Jumbo and Scorp won't pin you until they are bored with your motionless body.

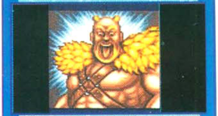
## BREAKING THE PIN

When there are four wrestlers wrangling in the ring, you'll need to watch your back! While you're in perfect pinning position and ready to score, your victim's teammate might step in and interrupt the action.



Rasta will be relieved when Gunloc comes to the rescue.

## ALEXANDER THE GRATER

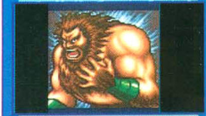


**HEIGHT: 6 FEET, 6 INCHES**
**WEIGHT: 359 POUNDS**

Alexander's a butcher by day and a meat-eater at night in the ring! Are you his next Slamburger?

A word of warning—don't play the Patty Cake Slap with Alex!

## KING RASTA "MON"



**HEIGHT: 6 FEET, 6 INCHES**
**WEIGHT: 331 POUNDS**

This crazy character hasn't combed his tangled tresses in years. You'll be sure to dread his loathsome locks.

Don't get too close or you'll catch some of King Rasta's Jungle Fever.

FATAL FURY 2
More Fighters!
More Moves!
20 Megs!

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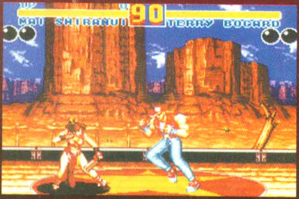
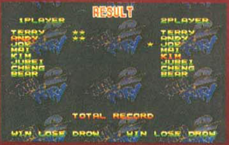
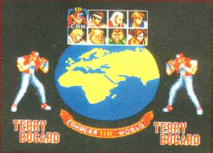
## ONLY ONE WILL BE CHAMPION

Fatal Fury 2, by Takara, offers you a chance to conquer the world by defeating each nation's best warrior. Although it follows a similar story line to many other street fighting games, there are some interesting features that make this game worth playing. While all the characters have powerful new moves, the real strong points are in the stages themselves. Instead of the typical left to right combat, Fatal Fury 2 gives you screen depth so you can interact with your surroundings.


MAI SHIRANUI
90
TERRY BOGARD


RESULT
1PLAYER
TERRY
ANDY
JOE
MAI
KIM
JUBEI
CHENG
BEAR
2PLAYER
TERRY
ANDY
JOE
MAI
KIM
JUBEI
CHENG
BEAR
TOTAL RECORD
WIN LOSE DRAW
WIN LOSE DRAW

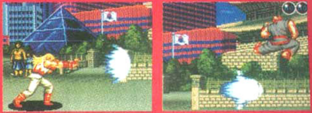
The Elimination Mode lets you challenge a friend to a grudge match. You can stack your team of fighters any way you like!


1P
COM
TERRY BOGARD
CONQUER THE WORLD
TERRY BOGARD

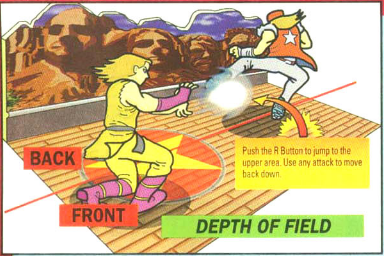
You can use any of the eight fighters when you battle. If you don't care for the way a fighter looks, just press the R Button to change his colors.

## 3-D BATTLE

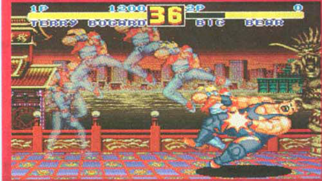
Each of the stages has two screen depths you can fight from, so you can create an entirely new fighting style by moving from one level to the other. The first big difference you'll notice is your ability to avoid other fighters' missile attacks. If something is hurled at you, a quick jump to the top of the screen will let you avoid damage. You can also surprise your opponent with powerful kicking attacks when you move between the screen levels, but you can take damage as well.



Use the screen's different depth levels to help avoid damage. If your enemy fires a missile attack at you, quickly move up or down to avoid being hit. Move back after the missile has passed you by.



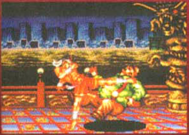
Push the R Button to jump to the upper area. Use any attack to move back down.



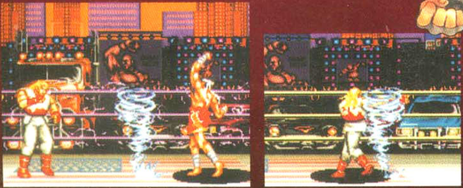
If you kick at your opponent when you move between levels, you will increase the damage you inflict. Beware, you can get hit as well!

## COUNTERATTACK!

Each of the characters has certain attacks you can use to avoid being damaged. By throwing an attack at the perfect moment, your fighter will become invincible until the move is finished. Depending on the character, you will need to practice each move to find the proper timing, or you will end up being damaged. If you are a split second early or late, the counterattack will fail. Learning each of the character's strengths and weaknesses is the key to learning the timing of the counterattack, so keep practicing!



You can avoid damage when you are Joe by using the Slash Kick. Hold Down/Left, then press Up/Right and B.



If you are playing as Andy Bogard, use the Shadow Splitter to avoid being hit. Hold Down/Left, then hit Right and Y at the same time. This trick will take some practice.

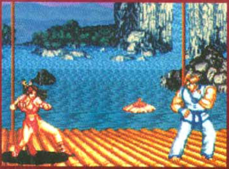
# CHOOSE YOUR FAVORITE

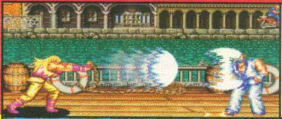
Finding the perfect fighter is next to impossible unless you've played the game. Here is a quick overview of all of the candidates. Try out the moves, choose your favorite, then practice on your friends.

## PART 1

## MISSILE MELEE

You can catch an unwary opponent off guard when you hit him with a well placed missile. Each character has his or her own special move, so learning how to use them all will be tricky. It is also important to learn what the move looks like, so you can avoid being hit at an inopportune time. All of the missiles move at different speeds and at different levels, making it even tougher to avoid them. Don't forget, if you see a missile coming at you, jump to the other level of the screen.

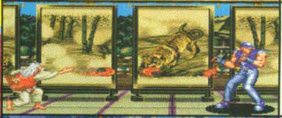

You can hit your enemy with a missile when you are far apart, but he or she will have more time to avoid it.



### DRAGON BULLET

Andy's Dragon Bullet is slow moving, but it's big and hard to jump over. It has a medium range.

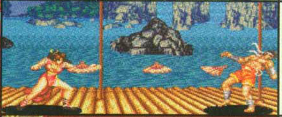
**↓↘→ Y or X**



### SEMBEI SLASHER

Jubei's Sembei Slasher has a long range, but it is slow moving and small, making it easy to avoid.

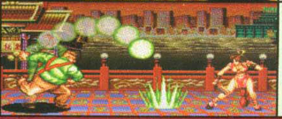
**← Hold, → Y or X**



### KACHOSEN

When Mai throws her fan at you, it will travel all the way across the screen at a fairly good rate.

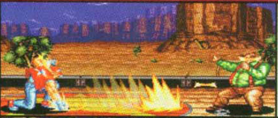
**↓↘→ Y or X**



### THUNDER BALL BOMB

The Thunder Ball Bomb has a very short range, but it moves quickly and is hard to avoid.

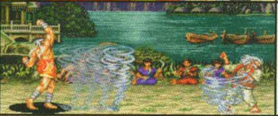
**↓↘→ Y or X**



### POWER WAVE

Terry's Power Wave travels along the ground, burning everything in its path. It is very quick.

**↓↘→ Y or X**



### HURRICANE UPPERCUT

The Hurricane Uppercut travels a long distance, moves fast and is hard to avoid. It's a great move.

**←↙↓↘→ Y or X**

## CHARACTER PROFILES & SPECIAL ATTACKS

### TERRY BOGARD

Terry Bogard is an all around great fighter. He's fairly quick, with a wide variety of moves. Some of his attacks inflict limited damage on stronger opponents, so your fights may last a little longer. He is unable to take heavy damage, so keep moving!

**↓↙←↙→ X+B**

### ANDY BOGARD

Andy is a little smaller than his brother, so his special attacks tend to work best from a distance. His smaller frame makes him harder to hit, but it also makes it more difficult for him to damage bigger opponents. Take advantage of his good attack speed to help win your battles.

**Hold ↓, ↘→ B+A**

### CHENG SIN ZAN

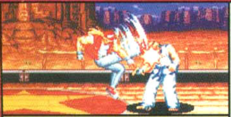
Cheng Sin Zan is short and heavy, making his fighting style powerful but slow. Many of his attacks are easy to avoid as long as you keep your distance, but if he gets too close, he can finish off his opponent quickly. Try to get your opponent trapped in a corner, then hit him hard!

**Hold ↙, ↓→ B+X**

## PART 2

### POWERFUL KICKS

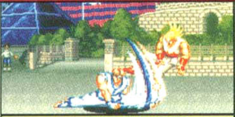
Some of the characters have very strong kicking powers. If you are a player that prefers to use a little fancy footwork, then check out these guys. They have more power in their legs than an entire army! Master a few of these moves, then head into battle.



**CRACK SHOT**

Terry's Crack Shot can drop his opponent in one fell swoop. Don't get caught!

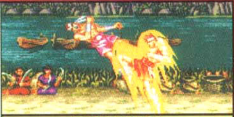
↓↙←↖ A or B



**HALF-MOON KICK**

Kim's Half-Moon Kick can cover a lot of space quickly, making it very hard to avoid.

↓↙← A or B



**TIGER KICK**

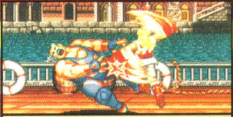
It's hard for Joe to miss with a Tiger Kick. It's fast and covers the entire screen.

↓↘→↗ A or B

## PART 3

### PAINFUL PUNCHES

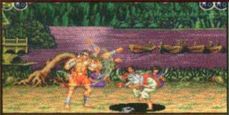
If flying punches are more your style then check out these moves. Each of them can drop your opponents before they know what hit them. Although the range is a little shorter on a punch, the attack is very fierce and leaves an enemy damaged beyond repair!



**FLYING PUNCH**

Andy can hit his enemies with a barrage of punches when he uses this move.

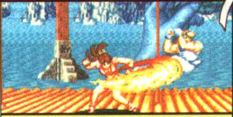
↓↙→ X or Y



**MACHINE GUN PUNCH**

Joe's Machine Gun Punch can drive the enemy away, getting you out of a tight spot.

X or Y repeatedly



**DRAGON FIRE DANCE**

With fists of fire, Mai can torch even the strongest opponent when she uses this move.

↓↙← Y or X

Check out each character's secret Special Attack when the red power bar is flashing. These attacks are powerful!

### JOE HAYASHI

Having both strong kicks and punches, Joe is a formidable opponent. He is very fast, and his special attacks are powerful, making him easy to use. Joe is the perfect character for novice fighters.

→←↙↓↘ X+B

### KIM KAPHWAN

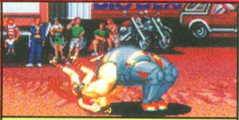
Kim is a master of Tai Kwan Do, making his fighting style quick and powerful. Many of his attacks work both offensively and defensively. As long as he continues to use his special attacks, players will have trouble hitting him. All of his moves are easy to learn and use.

↓↙←↙→ B+A

## PART 4

# TREMENDOUS THROWS

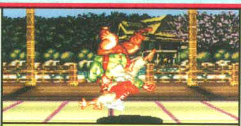
The quickest way to finish off your enemy is to grab ahold of him and throw him to the ground. The trouble is getting ahold of your enemy without being damaged. Jumping to the upper level then back down on top of them is a good technique, but it doesn't always work. Some of the characters' throws are very powerful, so try to stay out of their reach.



### BACK DROP

Big Bear can crush his opponent by putting his weight into a Back Drop. If you're caught in this move, you're not getting up!

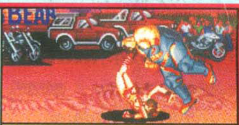
**Hold ↙ ,→ X or Y**



### SLAM DROP

Jubei's throw can easily cut his opponent's energy in half. It also sets up his enemies for a second attack when they land.

**Hold ↓,↑ Y or X**



### IUSYA KUZUSHI

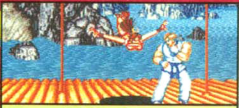
Mai may look sweet and innocent, but she packs a lot of power. If you get too close, she'll flip you back and throw you a mile!

**←↙↓↘→ A or B**

## PART 5

# TOUGH AREAS

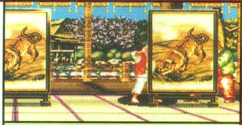
Both Jubei's and Mai's stages are tough to win. Not only are these enemies powerful, they get an incredible advantage on their home turf.



### MAI - Japan

Mai can attack you from the top of the screen and finish you off with her special attack.

**Hold ↓, X**



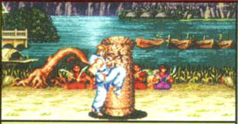
### JUBEI - Japan

The screens that run across Jubei's stage mask his attacks, making him very dangerous.

## PART 6

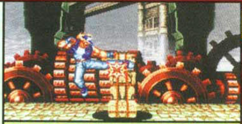
# BONUS STAGES

As you progress through the game, you can gain extra points in the special bonus round. Destroying everything on the screen can be tough!



### TAI STAGE

Depending on your fighter's abilities, destroy the pillar with kicks or Special Attacks.



### ENGLAND STAGE

Destroying the statue in England is even tougher. Special Attacks work best.

# CHARACTER PROFILES & SPECIAL ATTACKS

### JUBEI YAMADA

Jubei may look old, but he moves with the strength of a tiger. If players get caught in his grasp, they will have trouble beating him. His special moves are some of the best around. As Jubei, try to get your opponents into the corner then hit them with everything you have.

**Hold ↙, ↓↘ X+B**

### BIG BEAR

Large and slow, Big Bear can crush his enemies in his powerful arms. Because he is an ex-wrestler, most of his power is in his holds and throws, but his slow speed puts him at a disadvantage against speedier foes. If you don't want to get hurt, you better stay out of his way.

**→↘↓↙→ B+X**

### MAI SHIRANUI

Mai is one of fastest characters in the game. She can easily outrun any attack, but if she does get hit, she can be easily dropped. The key to winning as Mai is to hit your opponent, then run away! Her special attacks can drop even the biggest enemies.

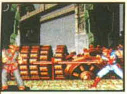
**→↙→ X+B**

# FOUR BOSSES

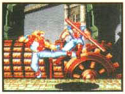
After you have beaten all of the fighters in the game, there are only four foes that stand between you and the championship. The trouble is, all of these guy are big, fast and mean! Only the best warriors are going to make it past this gauntlet!

## BILLY KANE

This guy is fast, and he is going to let you know how fast he is. Not only is he fast, but he carries a big stick wherever he goes. If you want to avoid his special attacks, try to jump from the back of the screen towards him, then hit him as he lands.



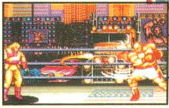
Watch out for Billy's powerful Bo Stick. If you run into it, you'll be sorry!



Try to hit him when he lands, you'll hit harder and avoid his attack.

## AXEL HAWK

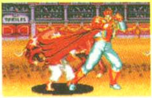
This is one boxer you won't forget. His powerful muscles give him an advantage over slower characters. While his feet may not be super fast, his fists more than make up for his weaknesses. Try to jump over his attacks and hit him from the air.

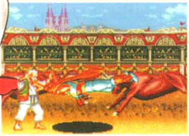


Many fighters have gotten into the ring with Axel, but very few ever leave while they're still standing.

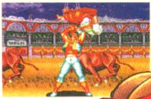
## B. LAWRENCE

Lawrance has been honing his skills and reflexes against the bulls. An expert bullfighter, he can bring down the bulls with his bare hands as well as any weak fighters he may encounter. It will take very fast reactions to avoid his attacks, especially with the bulls running by in the background of this stage.





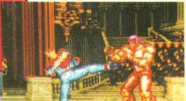
If the bulls are running by, blocking is your only defense against his attacks. If you do jump, make it quick!



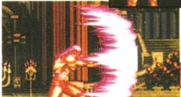
Don't get caught in his cape or the fight is over!

## W. KRAUSER

The ruler of the underworld has sponsored this tournament in order to seize control of the Overworld. Now that you have defeated the world's most powerful warriors, he is not about to let you stop him. His attacks are both powerful and fast, so only the best will be able to beat him. Your only escape from many of his moves will be to jump to the upper area. Because he's so fast, if you let up for a second, your battle will be finished, and so will you. Good luck, you're going to need it.



Hit Krauser while he's not moving and don't let up, or he'll knock you out!



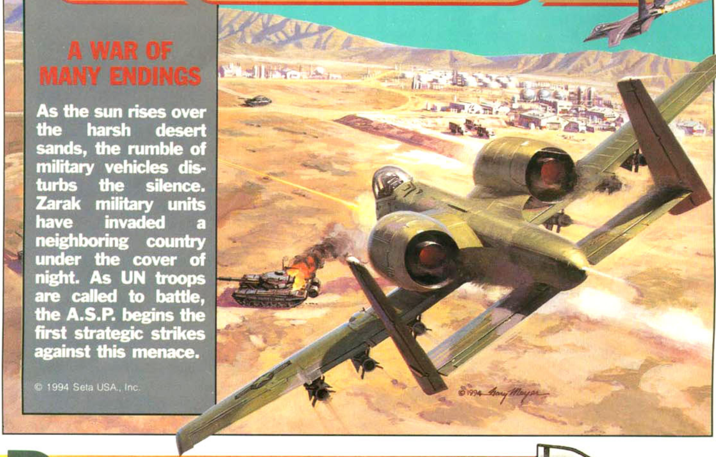
The only way you can avoid his special attacks is to move to the background.

# A.S.P.™
## AIR STRIKE PATROL

### A WAR OF MANY ENDINGS

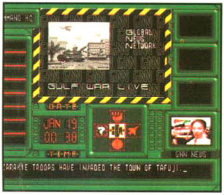
**As the sun rises over the harsh desert sands, the rumble of military vehicles disturbs the silence. Zarak military units have invaded a neighboring country under the cover of night. As UN troops are called to battle, the A.S.P. begins the first strategic strikes against this menace.**

© 1994 Seta USA, Inc.

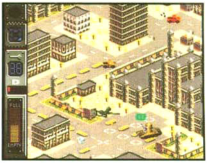

©1994 Gary Meyer

## DESERT WARFARE

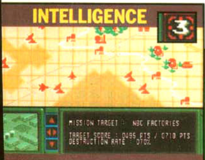
Air Strike Patrol is a great air-combat game by Seta. Many war game fans will be reminded of Desert Strike by the detail and game play that goes beyond the call of duty. Unlike Desert Strike, players must also maintain popularity at home while testing their skills against the enemy. You must avoid hitting friendly troops, hit as many targets as possible, and refrain from wasting valuable ammunition. If you fail to do this, your war effort will be cut short by lack of interest and funding. There are over ten different endings for players to find, keeping the challenge active for a long time to come.


MAND HQ
GLOBAL NEWS NETWORK
GULF WAR LIVE
DATE
JAN 19
00 38
TIME
GNN NEWS

ZARAKIE TROOPS HAVE INVADED THE TOWN OF TAFUJI._

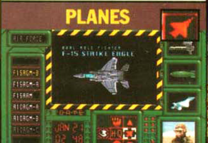


### INTELLIGENCE

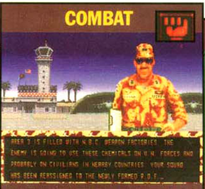


MISSION TARGET : NBC FACTORIES
TARGET SCORE : 0495 PTS / 0710 PTS
DESTRUCTION RATE : 070%

### PLANES

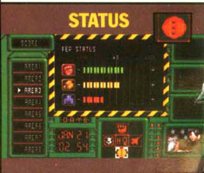

AIR FORCE
DUAL ROLE FIGHTER
F-15 STRIKE EAGLE
F15AGM-B
F15AGM-A
F15AAM
A10AGM-A
A10AGM-B
A10AGM-C
DATE
JAN 21
02 48
3
HQ

### COMBAT



AREA 7 IS FILLED WITH N.B.C. WEAPON FACTORIES. THE ENEMY IS GOING TO USE THESE CHEMICALS ON U.N. FORCES AND PROBABLY ON CIVILIANS IN NEARBY COUNTRIES. YOUR SQUAD HAS BEEN REASSIGNED TO THE NEWLY FORMED R.D.F._

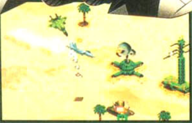
### STATUS


SCORE
FEP STATUS
AREA1
AREA2
▶ AREA3
AREA4
AREA5
AREA6
AREA7
AREA8
DATE
JAN 21
02 54
3
HQ

# AIRCRAFT

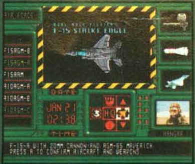
As a member of the Air Strike Patrol, or A.S.P., it is your job to provide air support for all of the UN ground troops. Your squadron is well equipped with a wide selection of weapons and aircraft. Study your mission requirements and select the best plane for the job because picking the wrong aircraft can be tragic!

## F-15 STRIKE EAGLE



## DUAL ROLE FIGHTER

The F-15 Strike Eagle is a well-rounded aircraft, built for both speed and endurance. You can equip it with Mavericks or MK-82 Smart Bombs for ground assaults, or with sidewinders for air-to-air battle. The powerful engines are equipped with after-burners so you can race out of danger, but they reduce the turning ability of the F-15. If you need to hit the enemy hard and fast, then this is the plane for you!



F-15-A WITH 20MM CANNON AND AGM-65 MAVERICK
PRESS A TO CONFIRM AIRCRAFT AND WEAPONS

## ARMAMENT

Choosing the proper weapons is key to hitting your targets accurately and winning the war.

### M61 VULCAN

This 20mm cannon is a great secondary weapon in air combat. The F-15 is equipped with this.

### GAU-8 AVENGER

In order to pierce the heavy armor of enemy tanks, the A-10 uses a 30mm cannon.

### AIM-9 SIDEWINDER

The Sidewinder is the missile of choice in air-to-air combat. Just lock on the target and fire!

### AGM-25 MAVERICK

The AGM-25 is a powerful bomb that utilizes a remote camera guidance system.

### MK-82 SMART BOMB

Heavy and powerful, the MK-82 drops straight down on its target. This is great for detail bombing.

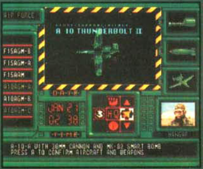
### MK-20 LOCKEYE BOMB

The Lockeye explodes into several smaller bombs when it is fired. It is perfect for destroying buildings.

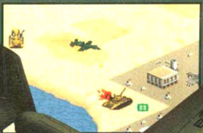
## A-10 THUNDERBOLT II

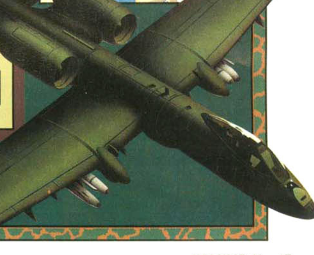
## CLOSE SUPPORT

The A-10 Thunderbolt II is commonly known as the Warthog because it's ugly and tough. It's able to fly into a battle low and slow, wiping out everything in its path. Because the A-10's primary task is ground assault, it can be equipped with Mavericks, MK-82 Smart Bombs, or the super powerful MK-20 Cluster Bombs. The A-10 has little defense against the Mig-29.



A-10-A WITH 30MM CANNON AND MK-82 SMART BOMB
PRESS A TO CONFIRM AIRCRAFT AND WEAPONS





# OPERATION DESERT CORRADO

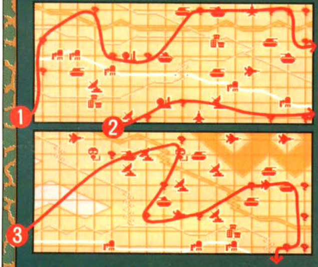
Each of the missions in Air Strike Patrol requires you to clear specific targets out of several areas. All of the targets are well defended by anti-aircraft armaments, so a steady aim and quick reflexes are very important.

## MISSION NO.2

### DESTROY SCUD LAUNCHERS

| | |
|---|---|
| TIME | 48 hrs. |
| MAX. SORTIES | 5 |
| OBJECTIVE | Scud Launchers |
| AREAS | 4 & 5 |
| M.D.R. | 80% or 40 Launchers |

Scud Launchers are mobile missile carriers. Their sole purpose is to destroy civilian targets. Because they are light and mobile, they do not show up on the long-range radar. You will need to seek out the launchers.



### FLIGHT PLAN

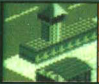
When you study the intelligence reports, the question marks indicate the possible Scud sights. You'll need to fly over all of them to find the missiles.

### ATTACK

When you encounter a group of launchers, slow down and start bombing. If a missile begins to smoke, hit it before it takes off!

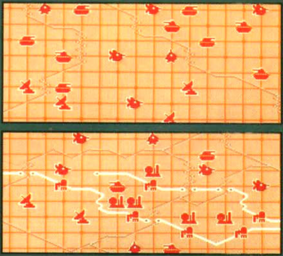
## MISSION NO.4

### ATTACK ZARAK AIR BASES



| | |
|---|---|
| TIME | 60 hrs. |
| MAX. SORTIES | 7 |
| OBJECTIVE | Aircraft Facilities |
| AREAS | 7 & 8 |
| M.D.R. | 80% |

The Zarakies are launching a massive attack on their defenseless neighbors. You must disable the Zarak Air Force while it is still on the ground. Hitting all of the airfields will make your job much easier.



### MISSILE LOCK

When you are using the Maverick missiles, be sure to watch where you shoot. Because these missiles are automatically guided, you may accidentally fire on your own troops if you're not careful. AG-25s won't lock on buildings but can be fired at them.

### HIT THE HANGERS

You only need to hit all of the buildings and ammo dumps to destroy an airfield. Everything else is just a waste of time and ammunition and will only serve to lower your score.

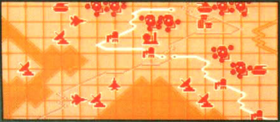
Before you head into battle, study the intelligence reports carefully. They will indicate the locations of your targets, as well as any other defenses you may encounter.

# MISSION NO.6

## WEAPONS FACTORIES

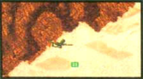
| | |
|---|---|
| TIME | 36 hrs. |
| MAX. SORTIES | 4 |
| OBJECTIVE | Chem. Factories & Troops |
| AREA | 3 |
| M.D.R. | 100% |

As a last resort, the Zarak military plans to using chemical weapons on the civilians and UN troops. You must destroy all of the buildings in the N.B.C. Factories as well as the surrounding troops to keep your guys healthy. If you miss any, the war is over.

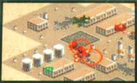


### USE TERRAIN

Because the A-10 is easier to hit when it's flying slowly, use the mountainous terrain as protection. Enemy missiles will hit the mountains instead of your plane.



### CHEMICAL FACTORIES



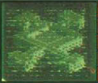
You must destroy all of the buildings or you'll lose the war. Look carefully for smaller buildings that you might have missed the first time around.

### TROOPS

Use the A-10's Avenger Cannon to take out all of the enemy troops. This way you can save the bombs for buildings.

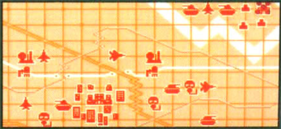
# MISSION NO.8

## DESTROY ZARAK HQs



| | |
|---|---|
| TIME | 24 hrs. |
| MAX. SORTIES | 2 |
| OBJECTIVE | Zarak HQs & Weapons |
| AREA | 9 |
| M.D.R. | 100% |

Because this mission is at night, you'll need to fly carefully. You only have 24 hours to finish off the Zarak Headquarters before they launch an all-out nuclear attack. Work fast and strike hard!

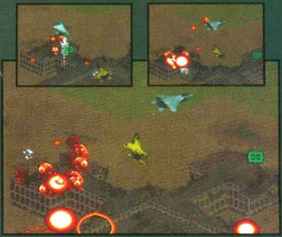


### TAKE OUT THE GROUND TROOPS

When you approach the Headquarters on your first sortie, try to clear out as many of the ground troops as possible. This will make your next mission easier.

### ZARAK HEADQUARTERS

The Zarak Headquarters is well fortified, and it will take several hits to destroy each wing. Inside the buildings are powerful anti-aircraft guns that you must destroy, as well.



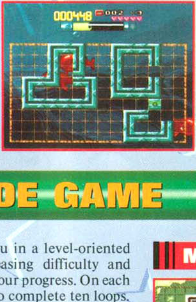
© 1994 Imagineer

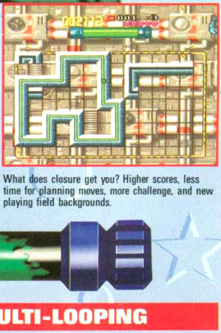
# Super LOOPZ™

*Get ready for a mental meltdown with Super Loopz from Imagineer. This action puzzler offers up pieces of pipe for you to connect to form closed loops. Spin the pieces and try to fit them together in loops, but you have only a few seconds to make your choices before the pieces explode. Featuring the lightning fast rounds of the Arcade Mode and the mind-blowing Puzzle Mode, plus two variations of two-player games, Super Loopz is packed with challenges and headaches.*

## CLOSURE IS GOOD

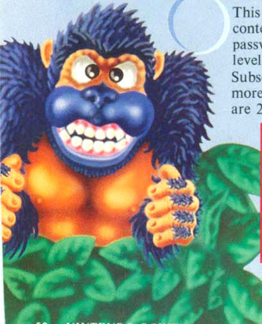
You've got three basic types of pipe: corners, straight pieces, and impossible-to-fit pieces that may drive you into bug-eating insanity. The time for fitting them together is limited. The more complete loops you make, the higher your score. That's basically it. Seek closure.



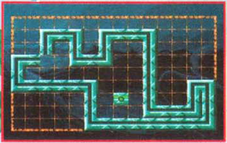


What does closure get you? Higher scores, less time for planning moves, more challenge, and new playing field backgrounds.

## THE ARCADE GAME

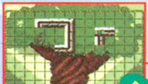


This mode puts you in a level-oriented contest with increasing difficulty and passwords to note your progress. On each level, your goal is to complete ten loops. Subsequent levels have greater speed or more weirdly shaped pieces. In all, there are 21 levels to confound and confuse.

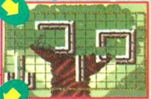


You can earn bonuses by building extended, complex loops with over 14 corner pieces, but it may bend your mind out of shape, too.

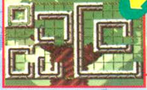
### MULTI-LOOPING



As play picks up, the time for placing pieces goes down.



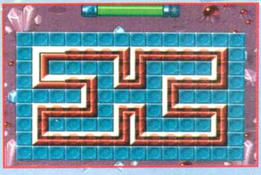
Start building several loops using the various pieces.

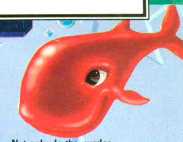


Now, any piece that appears will have a greater chance of fitting in.

# THE PUZZLE GAME

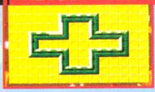
In this brutal brain drain, you'll either muster your powers of memory or get sucked down to eat "humble" pipe. The computer starts you off with a simple shape, then it starts taking pieces away. One-by-one, the pieces will return for you to place, if you can remember where they go. Only a few pieces are removed from early puzzles, but you must reconstruct entire, complex shapes in the difficult upper levels. You have limited tries.



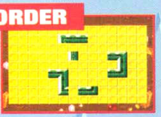


Not only do the puzzles become more complex with lots of corner pieces, the computer also takes away more pieces at higher levels.

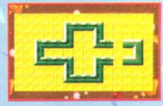
## PLACE YOUR ORDER



Concentrate on the shape and order of removed pieces.



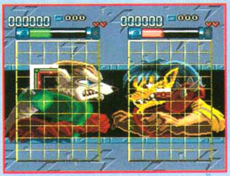
The computer presents the pieces in reverse order.



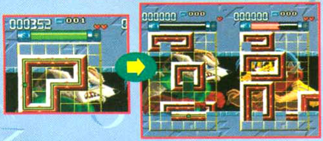
Reorient and replace the pieces in the same locations.

# ONE-ON-ONE

Super Loopz offers one- or two-player brain busting for twice the fun or twice the frustration. In one mode, you'll create loops on your own half-screen playing field while your opponent works on his or her own side. The second mode drops you both onto the same playing field so you can steal and block the other player's moves directly. There's also a handicapping feature.



## CHALLENGE

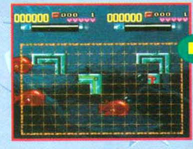


You don't have much space to work with, so keep your loops small.

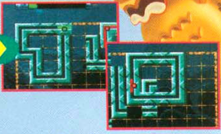
YER TWO
WINS!

Challenge matches take the form of best-of-three, so you can always come back from a humiliating defeat.

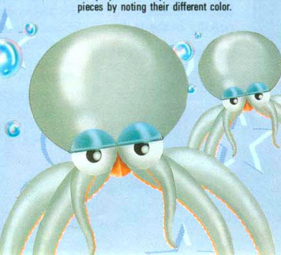
## ARCADE

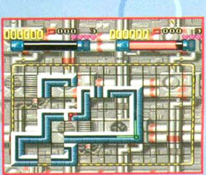


The players can keep track of their "active" pieces by noting their different color.



Look for opportunities to block your opponents or complete one of their loops.





At the higher levels of the two-player Arcade game, the action speeds up.

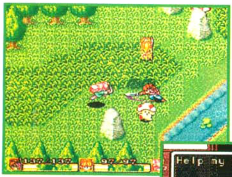
# POWER EXPLORER'S REPORT

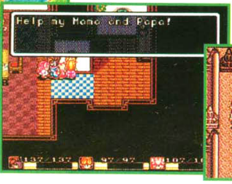
# SECRET of MANA Special

## EPIC ADVENTURES ARE BIG HITS

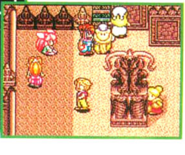
SECRET of MANA™

We introduced you to Square Soft's Secret of Mana in a feature article back in Volume 54, just as it was about to be released. Since then, it has become a best-seller and has shown up on just about everybody's "gotta have it" list. The game's success would surprise no one in Japan, where RPGs and adventure games are the biggest sellers, eclipsing the action games that are so popular in the U.S. and Canada. Given the popularity of adventure games world wide and the success of titles such as Secret of Mana and The Legend of Zelda: A Link to the Past, we think that it's time to take a closer look at the adventure/RPG genre. If you're one of the many action-game devotees who haven't ventured into the world of adventures, take a look—and see what you've been missing.

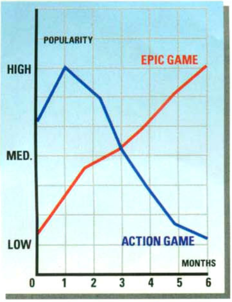




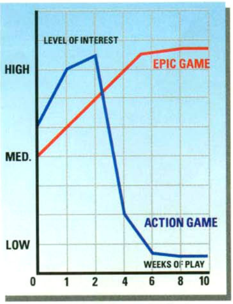
Help my Mama and Papa!



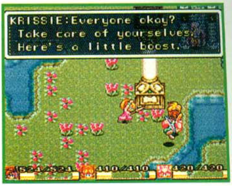
Secret of Mana combines the best of both worlds, pairing action-packed fighting sequences with the strategy and problem-solving common to RPGs. The result is an engrossing, fast-paced adventure.



Big action games usually hit the ground running, but quickly become yesterday's news as sequels are introduced. Great epic games build in popularity and often remain on "best of" lists for the life of a system.



Players who buy action games usually play them over and over when they first bring them home. After the initial playing frenzy, their interest usually drops sharply, and they start looking for the next challenge.



KRISSIE:Everyone okay?
Take care of yourselves.
Here's a little boost.

When you compare the play value of an adventure game such as Secret of Mana to an action game, which you can usually complete in one sitting, you can see why the adventure wins hands-down when it comes to lasting appeal.

## LOOK FOR LASTING APPEAL

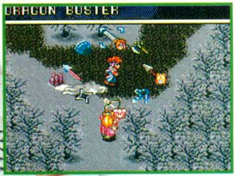
As today's games become more complex, they're also becoming more expensive. That's because more money is being put into developing games that push the limits of the Super NES and because complicated games often require more chips, which also drives their costs up. When you plunk down your hard-earned money on a new game, you want a lot of entertainment for your dollar, and that's just what you get with a good adventure game. From classic adventures like The Legend of Zelda: A Link to the Past and Secret of Mana to more action-oriented games such as Super Metroid, players are finding the games to have lasting appeal.

SECRET of MANA
SUPER NINTENDO
SQUARE SOFT

## WHAT MAKES SECRET of MANA SO COMPELLING?

Using a multi-player adapter, three people can team up to take on the sundry baddies in Secret of Mana.

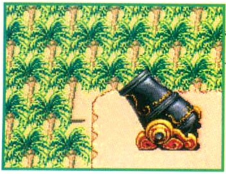
RPGs may be king in Japan, but games that combine action with role-playing appeal more to players in the U.S. and Canada. Square Soft hit on a winning combination with Secret of Mana, an involving adventure with lasting appeal. The wide variety of places to visit, items to find and secrets to uncover, as well as the many innovative weapons and tools that the characters use, help sustain player interest. The game also broke new ground by including a multiple-player option that lets up to three people play cooperatively using one of the multi-player adapters now on the market. The option is a big plus for players.



Secret of Mana's many options are easily accessible and simple to use, which speeds up play. Circular menus are one of the game's innovative features.

# MANA MANIA

The beginning of the story is told in the opening scenes of Secret of Mana, and details unfold gradually as players discover people and places that hold clues that they can piece together to solve one of the game's many mysteries. The sense of discovery is one of the elements that make adventures like this one so enthralling. As players are drawn deeper into the mystery, they feel compelled to look just a little bit further—who knows what's behind the next door, beyond the next bridge or buried in the next cavern.

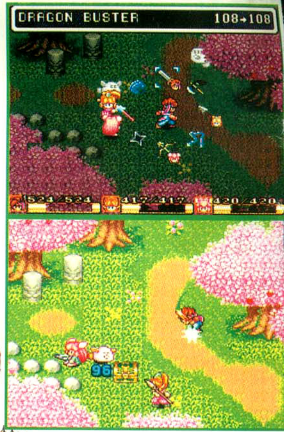


Cannon Travel is an option for the adventurous traveler in Secret of Mana, but it's not the only way to fly. Give it a try—it's a blast!

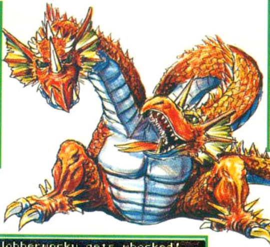
And there are lots of places to look for clues. The world of Mana might seem small to start with, but as players solve the problems plaguing places such as Pandora and Gaia's Navel, they'll open up a vast new region that they must journey to by way of Cannon.

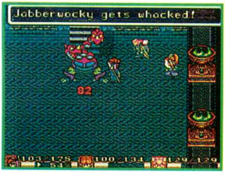
Cannon? We've seen many modes of travel used in adventure games, but Secret of Mana introduces a couple of types that players won't find offered by their local travel agents. Aside from the Cannon Travel Service, which will cheerfully blast travelers to nearby islands, they'll also come to command a white dinosaur named Flammie that will fly them to any location they desire.

It's easy for players to have friends join them in Secret of Mana, too. In the solo mode, a player can control any of the three characters after the girl and the sprite have joined the boy. In mul-



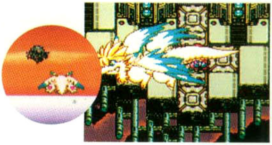
The trio of travelers will learn to use lots of different magic spells as they journey to foreign lands. They'll have to discover which spells work on which enemies, because sometimes only magic will prevail.





Jabberwocky gets whacked!

The twin-headed Jabberwocky is a good example of the kinds of challenges the travelers will encounter in this epic adventure.



# SQUARE SOFT'S SET FOR ADVENTURE

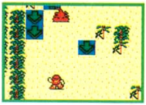
Some software companies publish many kinds of games, but others, like Square Soft, concentrate on one genre. Although Square produced Rad Racer 2 back in 1990, it now focuses exclusively on RPGs and adventures. In Japan, the Final Fantasy series has been highly successful and competes head-to-head with the ultra-hot Dragon Warrior games. By concentrating on making the best adventures and RPGs possible, Square keeps coming up with the winning formula—and it keeps players looking for games that bear its logo.

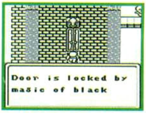
**KING'S KNIGHT**
NES OCT. '89

**FINAL FANTASY**
NES AUG. '90

**RAD RACER 2**
NES JUNE '90

**FINAL FANTASY LEGEND**
GAME BOY SEPT. '90





Door is locked by magic of black

**FINAL FANTASY II**
SUPER NES NOV. '91

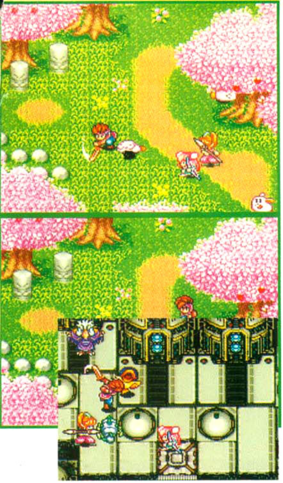
**FINAL FANTASY ADVENTURE**
GAME BOY OCT. '91

**FINAL FANTASY LEGEND II**
GAME BOY OCT. '91

**FINAL FANTASY: MYSTIC QUEST**
SUPER NES NOV.'92

**FINAL FANTASY LEGEND III**
GAME BOY AUG. '93

**SECRET OF MANA**
SUPER NES OCT. '93



The quest begins on a tropical island but continues to a desert region, a sunken city, a frozen forest and then to a fortress flying in the sky.

tiple-player mode, a second and third player can join in or leave at any time, even in mid-game, by simply plugging in or unplugging additional controllers. Having other people controlling the other characters can be a real plus when the party meets up with a major enemy!

Secret of Mana is so vast that next month we'll begin a three part series "The Days of Mana." Gain valuable insights into the game through reprints of the heroes' journey through the amazing World of Mana.

### BREATH OF FIRE
**SUPER NES JULY '94**

### FINAL FANTASY III
**SUPER NES FALL '94**

Final Fantasy III is known as Final Fantasy VI in Japan, where players stood in long lines to get their copies.

Look for Square Soft's latest installment in the Final Fantasy series this fall. It's been a huge hit in Japan!

## POWER EXPLORER'S REPORT SECRET of MANA Special

# MANA MANIA CONTEST

Are you up for adventure? Take the Secret of Mana challenge! Get it. Play it. Finish it! Find the answers to the ten questions listed below, then send your answers on a 3½" by 5" card to the address provided below—and do it by July 31. We'll draw 50 winners from among all of the cards we receive that have the right answers to the questions. Winners will receive 10 Super Power Stamps to spend on the Super Power Club merchandise of their choice. What a deal!

1. **WHO GIVES YOU THE MIDGE MALLET?**
2. **WHO IS HOLDING SANTA CLAUS PRISONER?**
3. **WHO GIVES YOU THE FLAMMIE DRUM?**
4. **WHAT MAGIC WORKS ON THE CRYSTAL ORB IN THE MOON PALACE?**
5. **WHICH ENEMY MUST YOU DEFEAT TO GET LUMINA MAGIC?**
6. **HOW MANY GOLD PIECES DO YOU EARN BY DEFEATING HYDRA?**
7. **WHAT DID THE BOY EARN BY DEFEATING HIS DOUBLE?**
8. **WHO SELLS THE VEST GUARD?**
9. **IN WHICH TOWN OR CITY DO YOU MEET THE KETTLE KIN?**
10. **WHO IS THE BOY'S MOTHER?**

SUPER POWER SUPPLIES CATALOG
SUMMER 1994
SUPER POWER CLUB

## BE A WINNER!
**SEND YOUR ENTRIES TO:**

**NINTENDO POWER**
**SECRET OF MANA**
**SECRETS**
P.O. BOX 97041
REDMOND, WA 98073-9741

## COMING NEXT MONTH: SECRET of MANA Special
### The Days of Mana

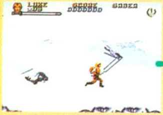
# CLASSIFIED INFORMATION

## SUPER STAR WARS THE EMPIRE STRIKES BACK

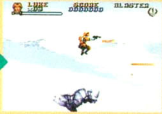
### ■ FROM AGENT #712

### Sound Test

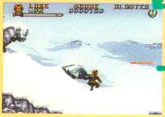
One of the strongest features of Super Empire Strikes Back in the excellent sound effect and music. You can sample all of the different sounds with this tricky code from Agent #712. Normally, you would enter special codes on the Title Screen, but you must enter this code while you are playing the game. When you're on any of the side-scrolling stages, press and hold (in this order) the A, B, X, and Y Buttons. While holding these buttons, press the center of the direction pad and hit Start. If you enter the code correctly, the Sound Test screen will appear.


LUKE
SCORE
SABER

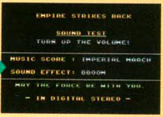
Start a new game and begin playing any side-scrolling stage.


LUKE
SCORE
BLASTER

In this order, press and hold the A, B, X, and Y Buttons.


LUKE
SCORE
BLASTER

Press and hold the center of the Control Pad, then press Start.



EMPIRE STRIKES BACK

SOUND TEST
TURN UP THE VOLUME!

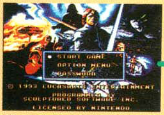
MUSIC SCORE : IMPERIAL MARCH
SOUND EFFECT: BOOOM

MAY THE FORCE BE WITH YOU.
- IN DIGITAL STEREO -

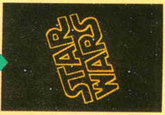
Select the sounds by pressing Left/Right; press A twice to hear them.

### Change Intro

This strange trick will let you play with the words that scroll by during the Intro Screen. When the Menu Screen first appears, press the Y Button four times. If you hear Darth Vader say, "Impressive," press the Start Button. Wait for the Star Wars logo to fade, then use the Control Pad and the L and R Buttons to rotate or scroll the introduction. You will also be able to move the Star Destroyer around the screen.


START GAME
OPTION MENU
PASSWORD
© 1993 LUCASARTS ENTERTAINMENT
PROGRAMMED BY
SCULPTURED SOFTWARE INC.
LICENSED BY NINTENDO

On the Menu Screen, press Y four times then press Start.



Use the Control Pad and the L and R Buttons to play with the introduction.

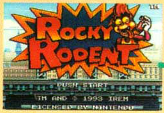
## ROCKY RODENT

### ■ FROM AGENT #459

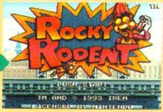
### The Extra Mode

The Extra Mode of Rocky Rodent will allow you to alter some of the different options in the game. On the Title Screen, press the Start Button. As Rocky begins running across the screen, press Y, A, R, A, B, then A. If you enter the code correctly, you will hear a tune and you will be taken to the Extra Mode Screen. Use the Control Pad to change the different elements of the game. You can adjust the number of Continues, the sound and your button configuration.

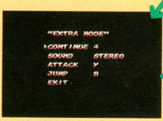
**When the game begins, press Y, A, R, A, B, then A.**


ROCKY RODENT
PUSH START
TM AND © 1993 IREM
LICENSED BY NINTENDO

At the Title Screen, press Start to begin a new game.

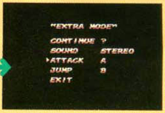

ROCKY RODENT
PUSH START
TM AND © 1993 IREM
LICENSED BY NINTENDO

When Rocky runs across the screen, press Y, A, R, A, B, then A.



"EXTRA MODE"
▸CONTINUE 4
SOUND STEREO
ATTACK Y
JUMP B
EXIT

If you enter the code quickly, the Extra Mode will appear.



"EXTRA MODE"
CONTINUE ?
SOUND STEREO
▸ATTACK A
JUMP B
EXIT

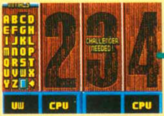
You can adjust the buttons and increase your Continues from this screen.

# NBA JAM

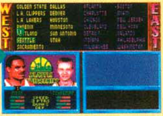
## ■FROM AGENT #824

### More Special Guests

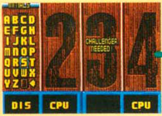
All kinds of codes have been rolling in for NBA Jam. Our agents have discovered four more characters to add to your code books, so enter the following initials and check out these codes! You can use any of these characters with any of the teams, or set up an entire game with only special players. When you start a new game, enter the initials for your character, leaving the last letter blinking. Enter the corresponding code to enter the last letter and begin playing.


ABCD
EFGH
IJKL
MNOP
QRST
UVWX
YZ
CHALLENGER NEEDED!
UW
CPU
CPU

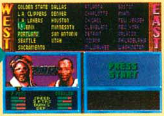
Enter the Initials UW, leaving the last space blank and flashing.



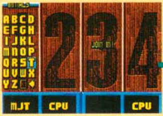
Press and hold R, Start, then A to play as Warren Moon.


CHALLENGER NEEDED!
DIS
CPU
CPU

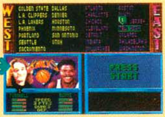
Enter the Initials DIS, leaving the last letter flashing.


WEST
EAST
PRESS START

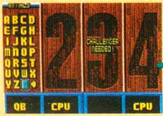
Press and hold L, Start, then A to play as P. Funk.


JOIN IN!
MJT
CPU
CPU

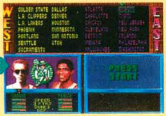
Enter the Initials MJT, leaving the last letter flashing.


WEST
EAST
PRESS START

Press and hold R, Start, then A to play as Mark Turmell.


CHALLENGER NEEDED!
QB
CPU
CPU

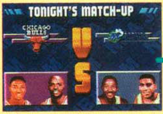
Enter the Initials QB, leaving the last space blank and flashing.


WEST
EAST
PRESS START

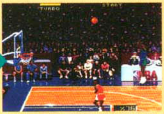
Press and hold L, Start, then X to play as Eric Kuby.

### Shot Percentage

Each player in the game shoots better from different spots on the court. Use this code to help discover each players strengths and weaknesses. Start a new game, enter your initials, and select any team that you want. When the Team Match-up screen appears, tap any button once, then hold Down, B and A until the tip-off. If you enter the code correctly, "Shot Display % Activated," should appear on the screen. The shot's chance of hitting will appear in the bottom corner of the screen, whenever you shoot the ball. A percentage won't be shown if you Jam the ball.


TONIGHT'S MATCH-UP
CHICAGO BULLS
VS

On the Team Match-up Screen, tap any button once then hold Down, A and B.


TURBO
START

After the tip-off, your shot's chances of hitting will appear in the bottom corner.

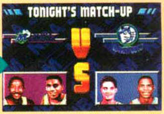
### On Fire

If you hit three shots in a row without the other team scoring, you will become, "On Fire," until the other team scores. When you are On Fire you have unlimited turbo power, a better chance of hitting shots, and you can't be caught goal tending. Use this code to be permanently On Fire from the start of the game. After you select your team, wait for the Tonight's Match-up Screen to appear, tap any button seven times then hold Up, B and Y until the tip-off.

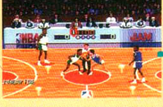
**At "Tonight's Match-up," Tap any button seven times then hold Up, B and Y until the tip-off.**

WEST
EAST
PRESS START

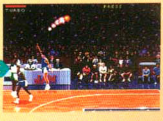
Start a new game and select any team you want.


TONIGHT'S MATCH-UP
VS

At the Tonight's Match-up Screen, tap any button seven times, then hold Up, B and Y.


TURBO
START
NBA
JAM

Hold the buttons until the tip-off, and Power Up Fire will appear in the bottom corner.


TURBO
PRESS

You will have unlimited turbo power and a better chance of hitting your shots.

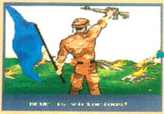
# CLASSIFIED INFORMATION

## SUPER CONFLICT THE MIDEAST

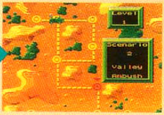
### FROM AGENT #123

### Mission Select

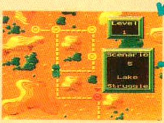
Normally, winning battles in Super Conflict will allow players to access the later stages of the war. With this code, you can access any battle from the very beginning of the game. When you are on the scenario map (with the jeep), hold the L and B Buttons, then the X and Y Buttons. While you are holding all these buttons release the X Button, then hold it again. Release all of the buttons, then move the jeep up to the unlit area. Press the L and B Buttons to light the new area.


BLUE is victorious!

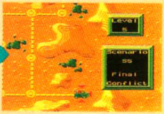
Normally, you must win each battle before you can move onward in the war.


Level 1
Scenario 2
Valley Ambush

On the scenario map, hold L and B, then X and Y, too.


Level 1
Scenario 5
Lake Struggle

While holding all the buttons, release X and hold it again. Now release all the buttons.


Level 5
Scenario 55
Final Conflict

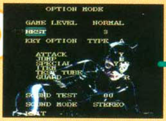
Move to the unlit area and press L and B to light it up.

## BATMAN RETURNS

### FROM AGENT #402

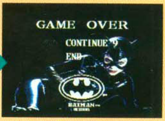
### Extra Continues

Agent #402 has sent in a code that will allow you to start the game with nine Continues instead of the normal three. When you get ready to begin a new game, go to the Option Screen and highlight the Rest Option. On Controller II, press Up, X, Left, Y, Down, B, Right, A, Up and X. If you enter the code correctly, you will hear a tone. Exit the Option Screen and begin playing. When the game is over, the extra Continues will appear on the Continue Screen.



OPTION MODE
GAME LEVEL NORMAL
REST 3
KEY OPTION TYPE A
ATTACK Y
JUMP B
SPECIAL Y+B
ITEM
TEST TUBE
GUARD R
SOUND TEST 00
SOUND MODE STEREO
EXIT

Go to the Option Screen, highlight the Rest Option, then enter the code.


GAME OVER
CONTINUE 9
END
BATMAN RETURNS

If you hear a tone, you will have nine extra Continues.

## STREET COMBAT

### FROM AGENT #923

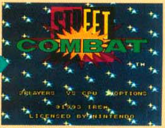
### Battle Onward

Making it all the way through Street Combat with a limited number of Continues can prove difficult for even the best players. You can get 50 extra credits when you use this code, improving your chances of finishing the game. When the Title Screen appears, select the Option Mode and press Start. On the Option Screen, highlight the Credit Option and press Select 10 times. When you return to the game, your credits will increase to 50.

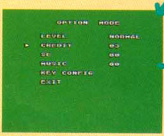
**On the Option Screen, highlight Credits and press Select 10 times.**

CONTINUE
No

Normally, you will only have five Continues to finish the game.

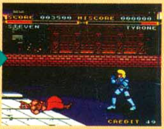

STREET COMBAT
1PLAYERS VS CPU OPTIONS
©1993 IREM
LICENSED BY NINTENDO

On the Title Screen select Options and press the Start Button.



OPTION MODE
LEVEL NORMAL
▶ CREDIT 03
SE 00
MUSIC 00
KEY CONFIG
EXIT

Highlight the Credits Option and press Select 10 times.


SCORE 003500 HISCORE 000000
STEVEN
TYRONE
CREDIT 49

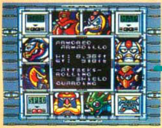
When you begin playing you will have 50 credits to help finish the game.

## MEGA MAN X

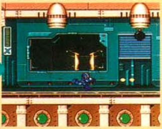
### From Agent #839

## X-tra Mega Men

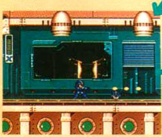
Having trouble making it through Mega Man X? Try this great trick to head into battle with a full complement of Mega Men. After you have completed the first area, select the Armored Armadillo Stage. When you first enter the stage, work your way to the right, start the cart moving, and jump off. Continue walking to the right, stopping when you find a Fat Bat hanging from the ceiling. When you shoot the bat, a Power-Up will appear and most of the time it will be a 1-Up. Walk to the left, then return back to the Bat. You can continue to shoot it until you build up nine extra lives. If you continue through the stage and defeat the Armored Armadillo, you can return to this stage whenever you need to. After you use this Power-up trick, you can use the Escape U. weapon to exit the completed stage!



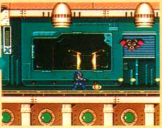
After you have finished the introduction stage, enter the Armored Armadillo stage.



Work your way to the right past the enemies, stopping when you see a Fat Bat.



Shoot the Bat, collect the 1-Up, then walk a little ways back to the left.



When you return to the right, the Bat is back, and so is the 1-Up!

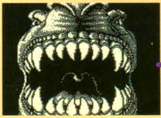
## JURASSIC PARK

### From Agent #691

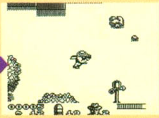
## Cheat Mode

Jurassic Park, by Ocean, brings all of the adventure and danger of the movie to your Game Boy, the problem is most players will have trouble finishing this challenging game. Agent #691 has discovered a special Cheat Mode that will allow you to skip to any stage of the game. When the Title Screen fades and the T-Rex opens his mouth, press Up, Down, Left, Up, Down, Right, and Select. Repeat the whole sequence a second time, then press Start to begin the game. Anytime during the game, press and hold Start, then press Select to skip to the next area of the game. If a game has multiple areas, you will have to press Start and Select again to exit the stage.

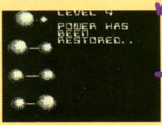
**When the T-Rex appears, press Up, Down, Left, Up, Down, Right and Select. Repeat then press Start.**



When the T-Rex appears on the Title Screen enter the code above.

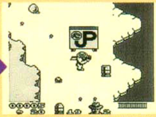


After entering the code, begin playing the game as normal.



LEVEL 4
POWER HAS
BEEN
RESTORED..

Press and hold Start to pause the game, then press Select to skip the stage.

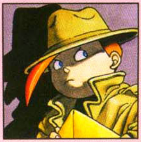


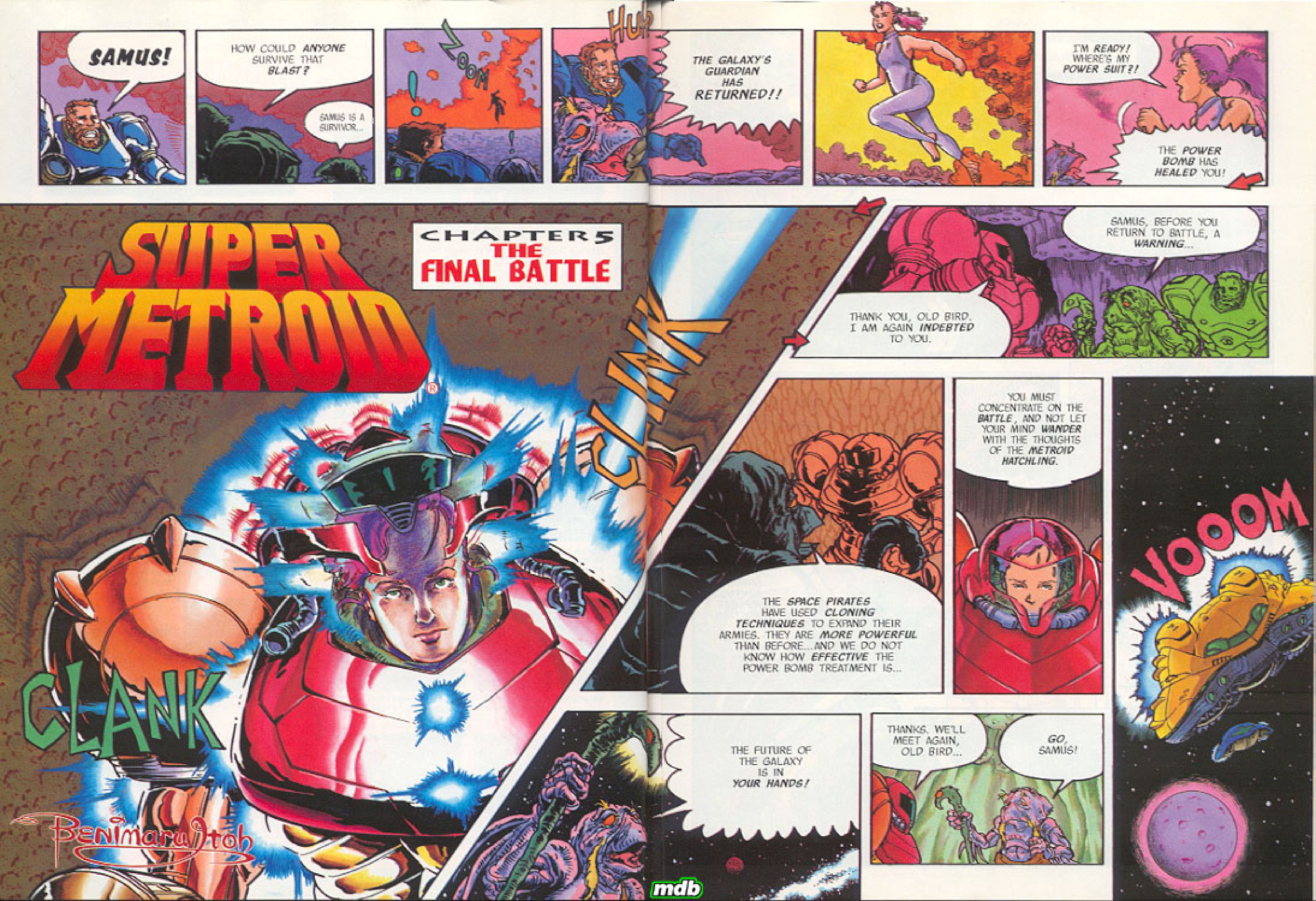
Continue skipping stages to get to the stage you want to play.

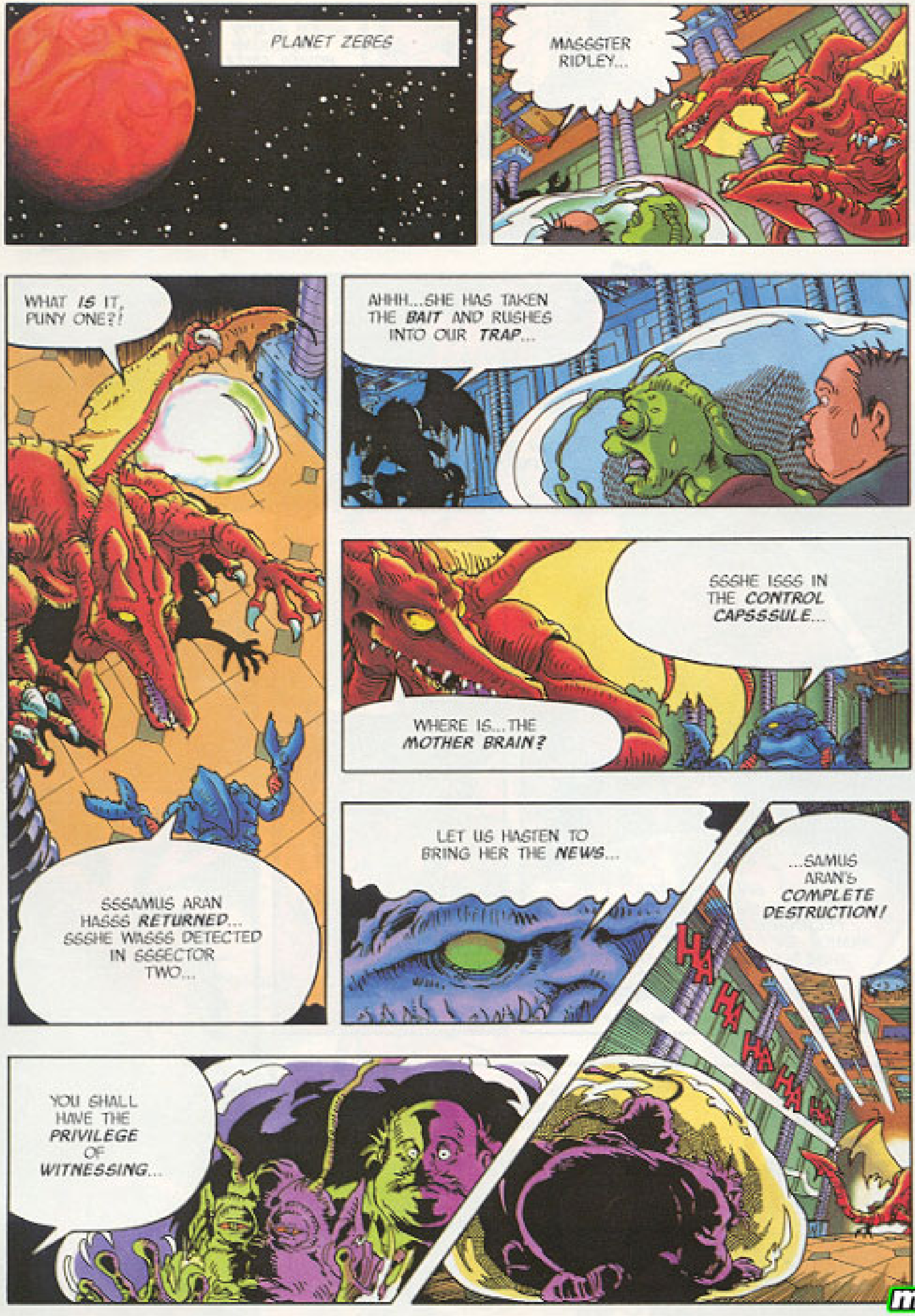
## SECRET AGENTS WANTED

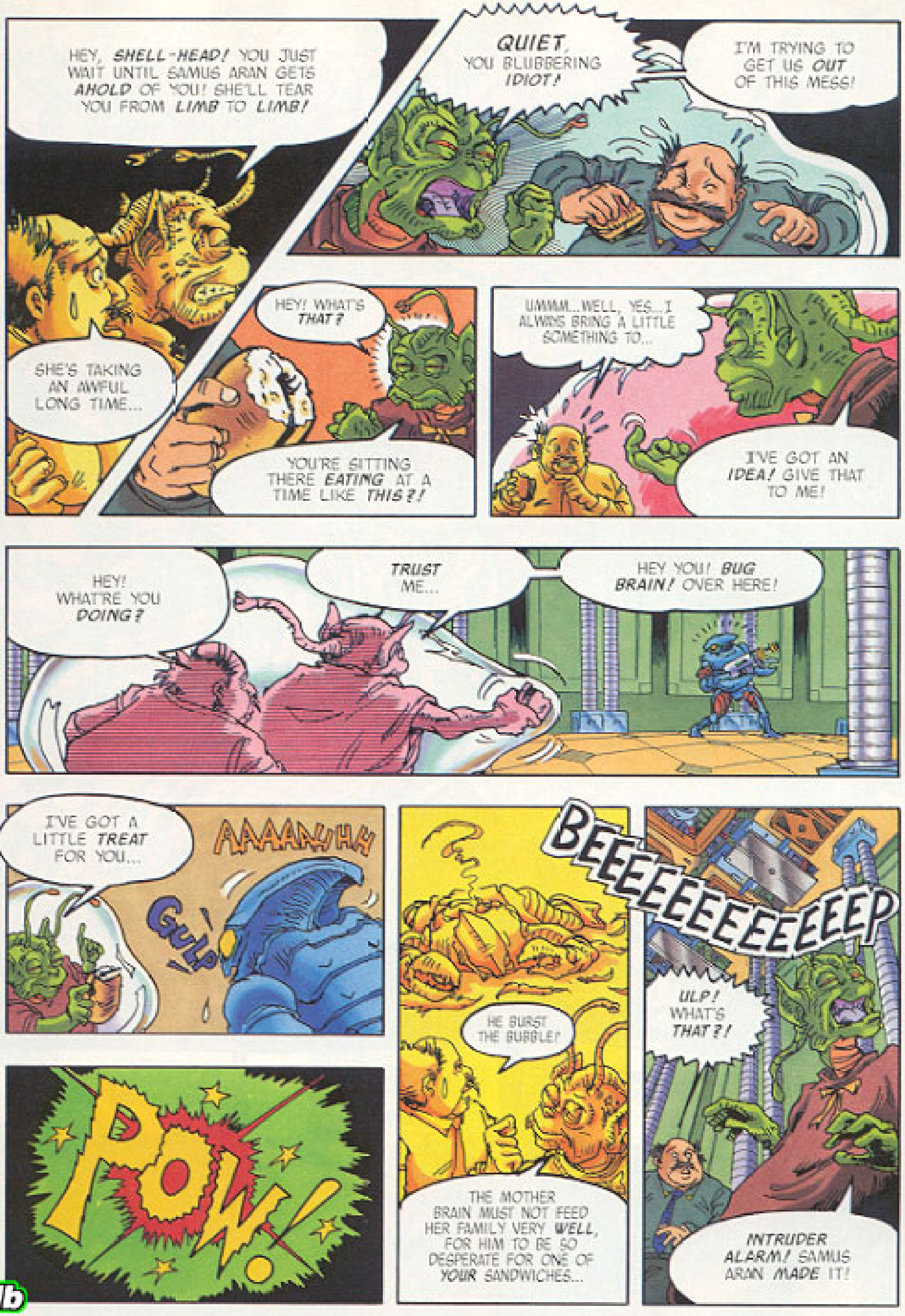
A popular activity among Nintendo game players is developing tips and strategies. If you would like to share your own special tips with us, send them in! Choose your own three-digit agent number and be sure to include it with your codes.

Our Address is:
**Nintendo Power**
**Classified Information**
**P.O. Box 97033**
**Redmond, WA**
**98073-9733**

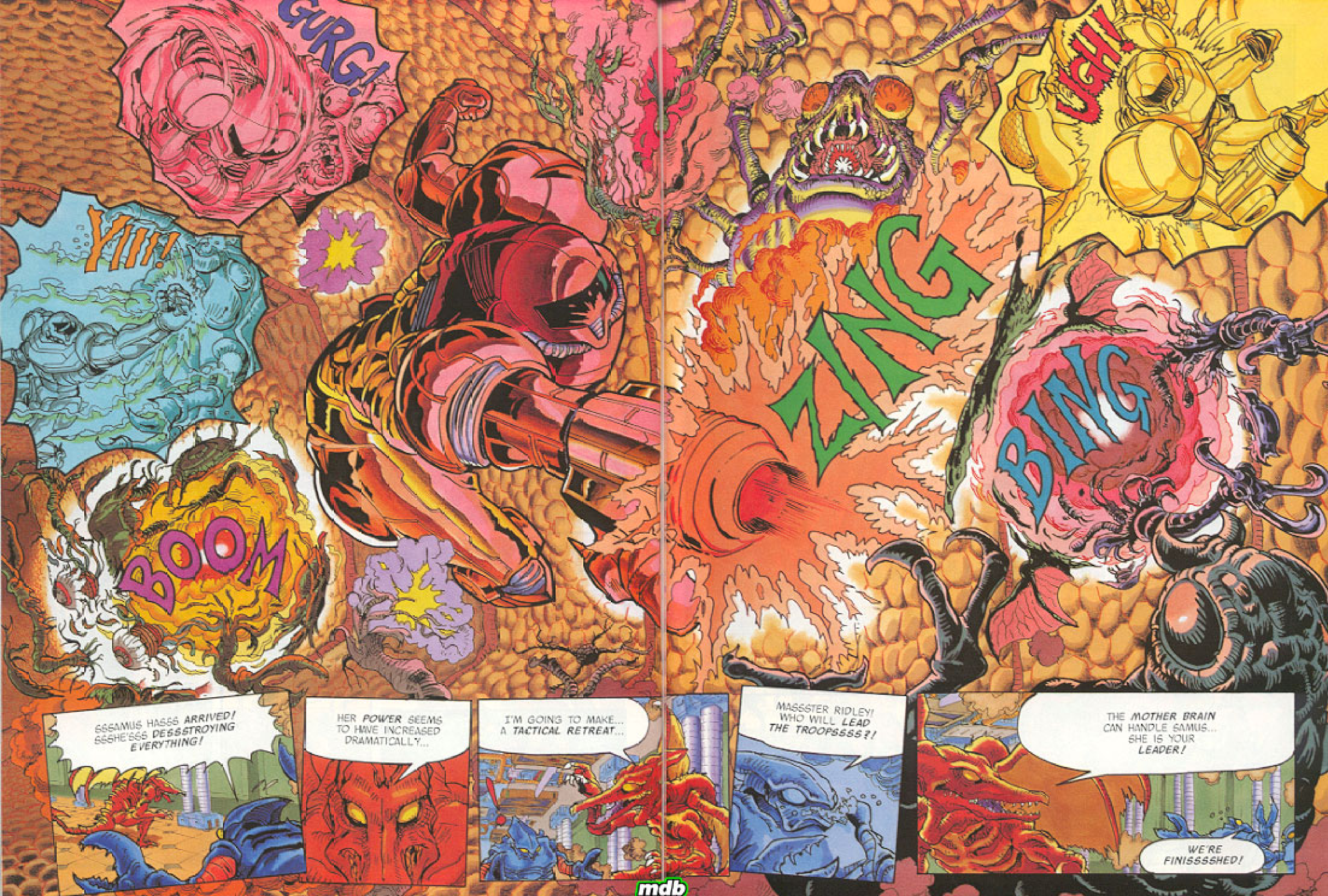



SAMUS!
HOW COULD ANYONE SURVIVE THAT BLAST?
SAMUS IS A SURVIVOR...
ZOOM
HUH
THE GALAXY'S GUARDIAN HAS RETURNED!!
I'M READY! WHERE'S MY POWER SUIT?!
THE POWER BOMB HAS HEALED YOU!
SUPER METROID
CHAPTER 5 THE FINAL BATTLE
CLANK
CLANK
Benimaru Itoh
THANK YOU, OLD BIRD. I AM AGAIN INDEBTED TO YOU.
SAMUS, BEFORE YOU RETURN TO BATTLE, A WARNING...
THE SPACE PIRATES HAVE USED CLONING TECHNIQUES TO EXPAND THEIR ARMIES. THEY ARE MORE POWERFUL THAN BEFORE...AND WE DO NOT KNOW HOW EFFECTIVE THE POWER BOMB TREATMENT IS...
YOU MUST CONCENTRATE ON THE BATTLE, AND NOT LET YOUR MIND WANDER WITH THE THOUGHTS OF THE METROID HATCHLING.
THE FUTURE OF THE GALAXY IS IN YOUR HANDS!
THANKS. WE'LL MEET AGAIN, OLD BIRD...
GO, SAMUS!
VOOOM

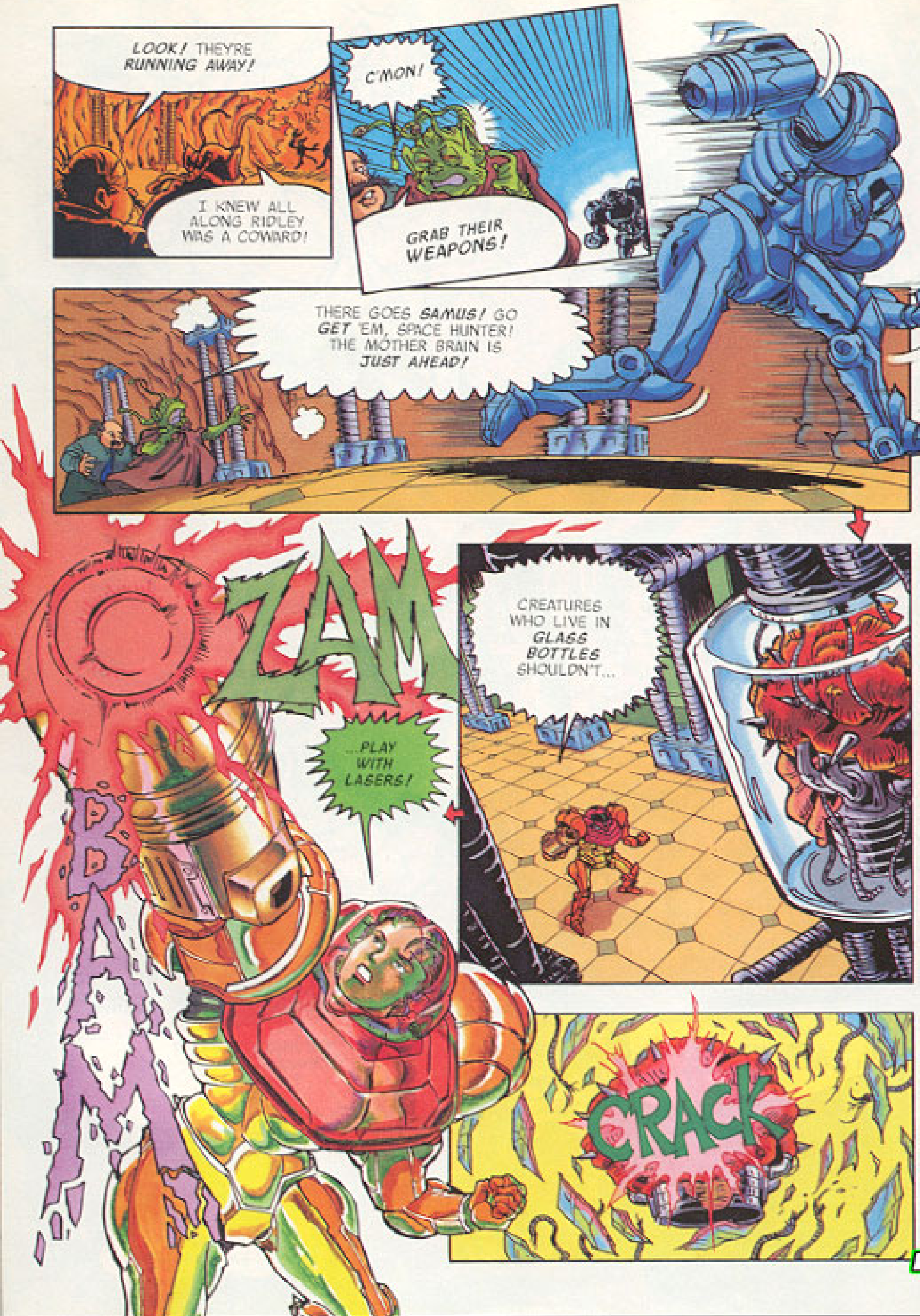

PLANET ZEBES
MASSSTER RIDLEY...
WHAT IS IT, PUNY ONE?!
AHHH...SHE HAS TAKEN THE BAIT AND RUSHES INTO OUR TRAP...
SSSAMUS ARAN HASSS RETURNED... SSSHE WASSS DETECTED IN SSSECTOR TWO...
WHERE IS...THE MOTHER BRAIN?
SSSHE ISSS IN THE CONTROL CAPSSSULE...
LET US HASTEN TO BRING HER THE NEWS...
YOU SHALL HAVE THE PRIVILEGE OF WITNESSING...
...SAMUS ARAN'S COMPLETE DESTRUCTION!
HA HA HA HA HA HA


HEY, SHELL-HEAD! YOU JUST WAIT UNTIL SAMUS ARAN GETS AHOLD OF YOU! SHE'LL TEAR YOU FROM LIMB TO LIMB!
QUIET, YOU BLUBBERING IDIOT!
I'M TRYING TO GET US OUT OF THIS MESS!
SHE'S TAKING AN AWFUL LONG TIME...
HEY! WHAT'S THAT?
YOU'RE SITTING THERE EATING AT A TIME LIKE THIS?!
UMMM...WELL, YES...I ALWAYS BRING A LITTLE SOMETHING TO...
I'VE GOT AN IDEA! GIVE THAT TO ME!
HEY! WHAT'RE YOU DOING?
TRUST ME...
HEY YOU! BUG BRAIN! OVER HERE!
I'VE GOT A LITTLE TREAT FOR YOU...
AAAAAHHH
GULP
POW!
BEEEEEEEEEEEEP
HE BURST THE BUBBLE!
THE MOTHER BRAIN MUST NOT FEED HER FAMILY VERY WELL, FOR HIM TO BE SO DESPERATE FOR ONE OF YOUR SANDWICHES...
ULP! WHAT'S THAT?!
INTRUDER ALARM! SAMUS ARAN MADE IT!

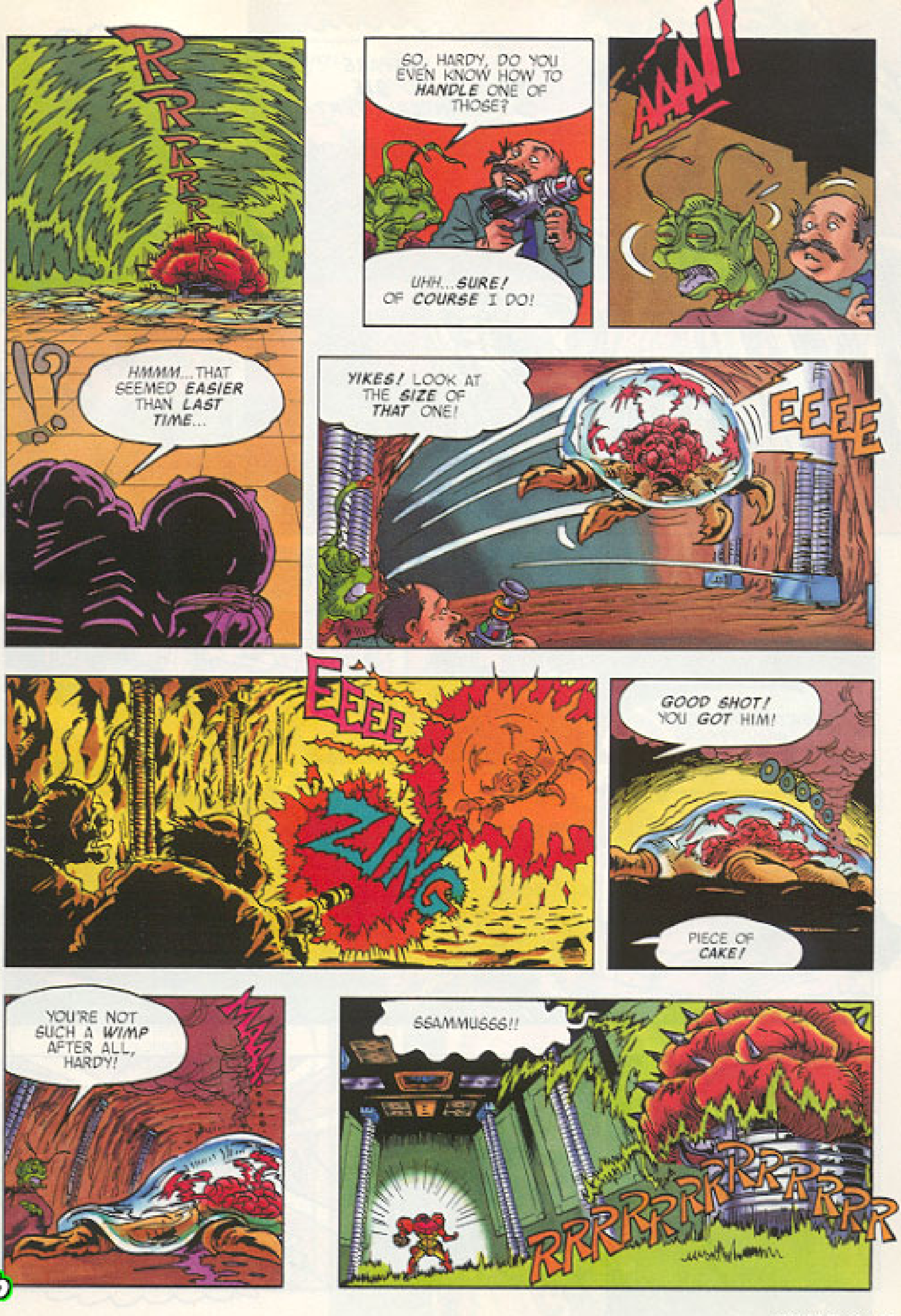
mdb

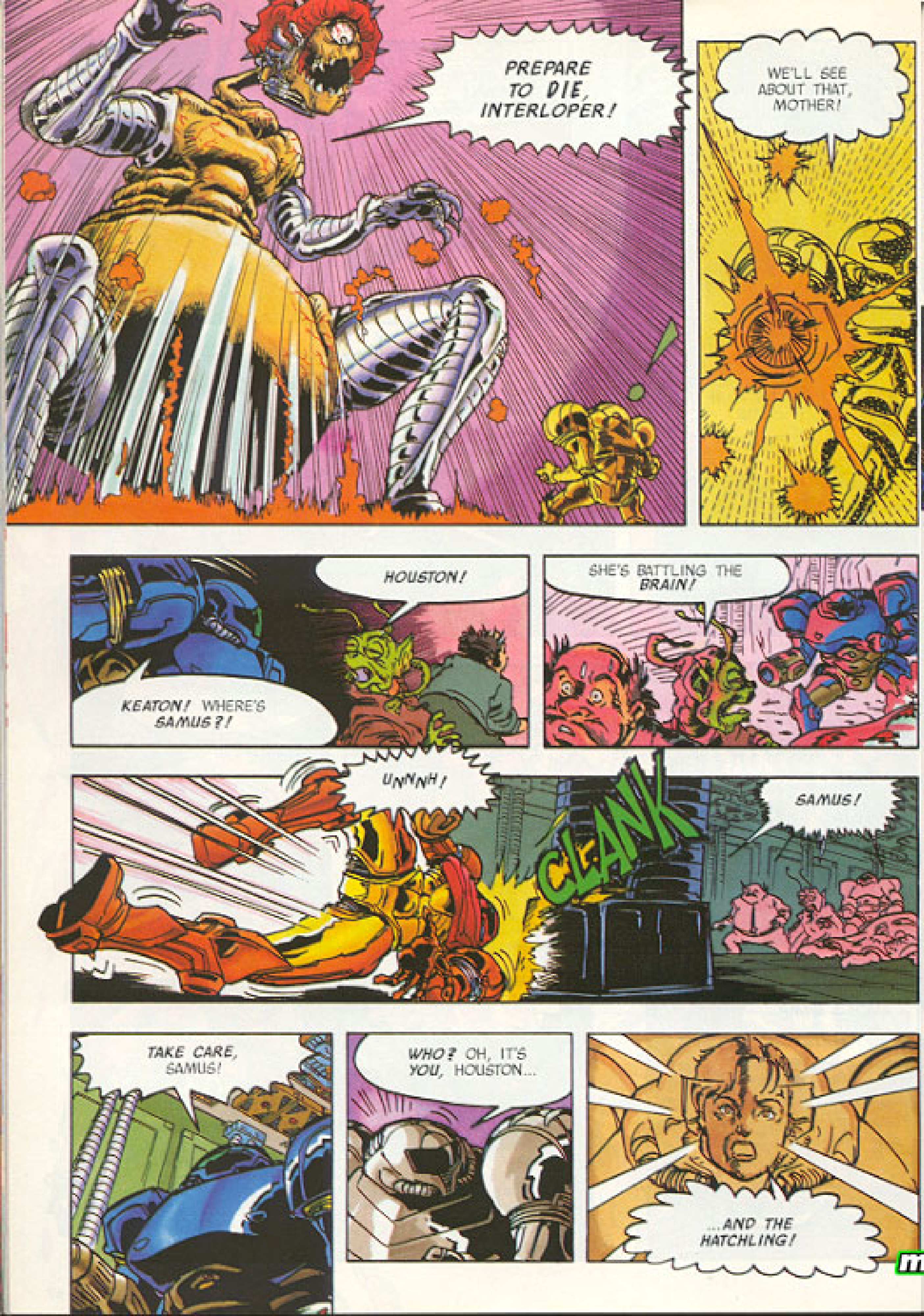

GURG!
YIII!
BOOM
ZING
BING
UGH!
SSSAMUS HASSS ARRIVED! SSSHE'SSS DESSSTROYING EVERYTHING!
HER POWER SEEMS TO HAVE INCREASED DRAMATICALLY...
I'M GOING TO MAKE... A TACTICAL RETREAT...
MASSSTER RIDLEY! WHO WILL LEAD THE TROOPSSSSS?!
THE MOTHER BRAIN CAN HANDLE SAMUS... SHE IS YOUR LEADER!
WE'RE FINISSSSHED!

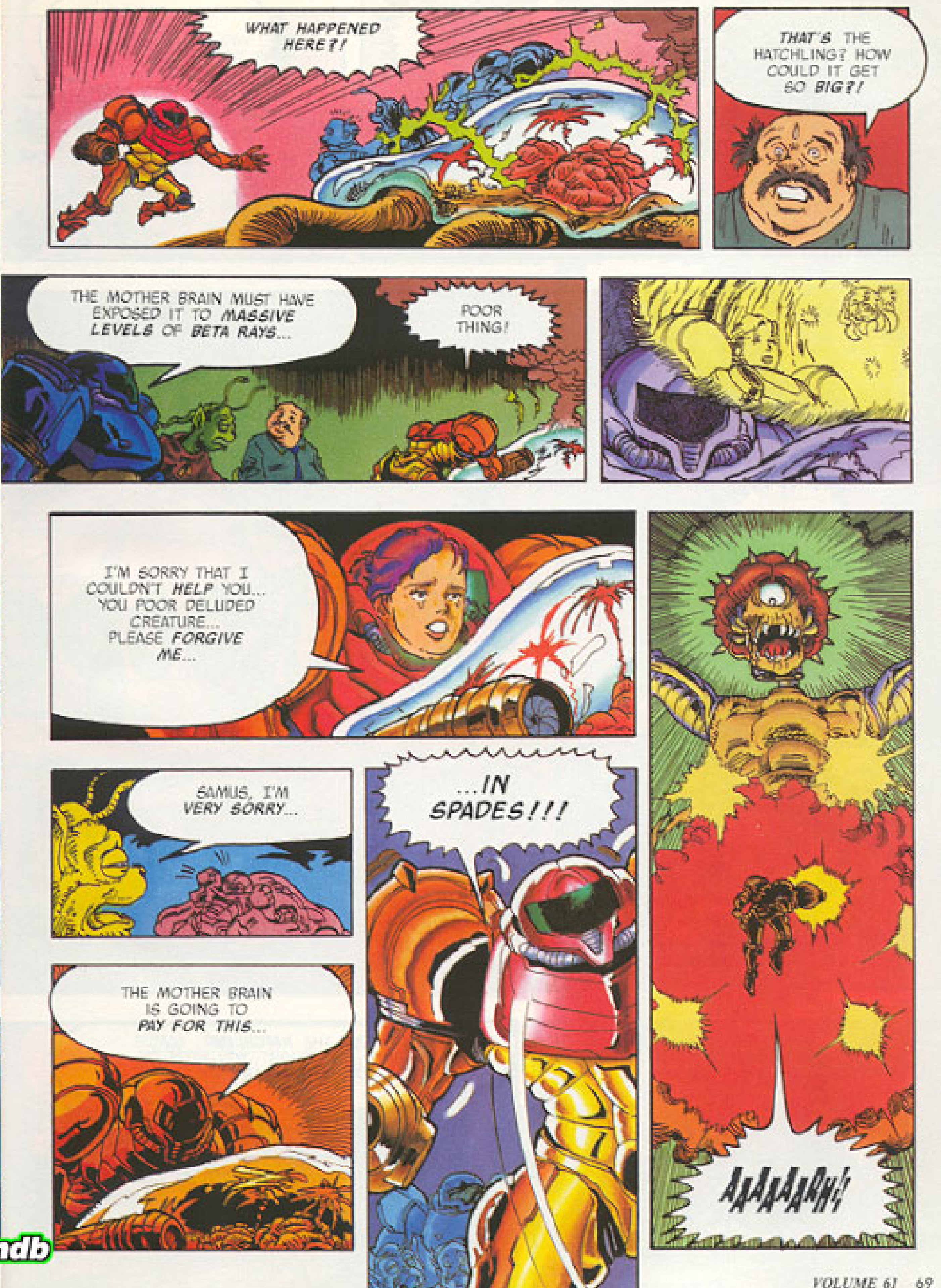
mdb


LOOK! THEY'RE RUNNING AWAY!
I KNEW ALL ALONG RIDLEY WAS A COWARD!
C'MON!
GRAB THEIR WEAPONS!
THERE GOES SAMUS! GO GET 'EM, SPACE HUNTER! THE MOTHER BRAIN IS JUST AHEAD!
ZAM
BAM
CREATURES WHO LIVE IN GLASS BOTTLES SHOULDN'T...
...PLAY WITH LASERS!
CRACK

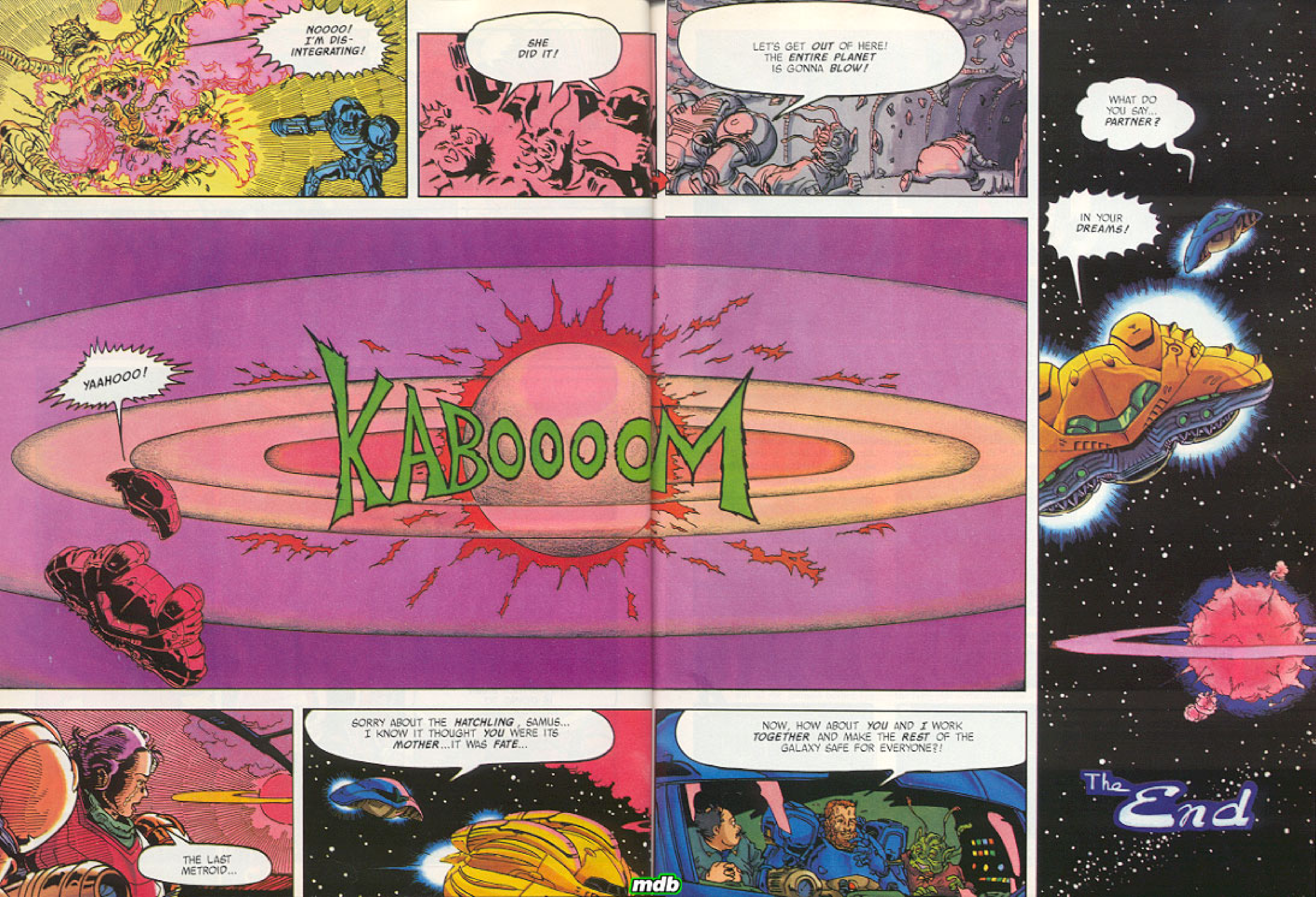
mdb


RRRRRRRR
!?
HMMM...THAT SEEMED EASIER THAN LAST TIME...
SO, HARDY, DO YOU EVEN KNOW HOW TO HANDLE ONE OF THOSE?
UHH...SURE! OF COURSE I DO!
AAAI!
YIKES! LOOK AT THE SIZE OF THAT ONE!
EEEE
EEEE
ZING
GOOD SHOT! YOU GOT HIM!
PIECE OF CAKE!
YOU'RE NOT SUCH A WIMP AFTER ALL, HARDY!
MMM
SSAMMUSSS!!
RRRRRRRRRRRRRRR


PREPARE TO DIE, INTERLOPER!
WE'LL SEE ABOUT THAT, MOTHER!
HOUSTON!
KEATON! WHERE'S SAMUS?!
SHE'S BATTLING THE BRAIN!
UNNNH!
CLANK
SAMUS!
TAKE CARE, SAMUS!
WHO? OH, IT'S YOU, HOUSTON...
...AND THE HATCHLING!


WHAT HAPPENED HERE?!
THAT'S THE HATCHLING? HOW COULD IT GET SO BIG?!
THE MOTHER BRAIN MUST HAVE EXPOSED IT TO MASSIVE LEVELS OF BETA RAYS...
POOR THING!
I'M SORRY THAT I COULDN'T HELP YOU... YOU POOR DELUDED CREATURE... PLEASE FORGIVE ME...
SAMUS, I'M VERY SORRY...
THE MOTHER BRAIN IS GOING TO PAY FOR THIS...
...IN SPADES!!!
AAAAAARH!

mdb


NOOOO! I'M DIS-INTEGRATING!
SHE DID IT!
LET'S GET OUT OF HERE! THE ENTIRE PLANET IS GONNA BLOW!
YAAHOOO!
KABOOOOM
THE LAST METROID...
SORRY ABOUT THE HATCHLING, SAMUS... I KNOW IT THOUGHT YOU WERE ITS MOTHER...IT WAS FATE...
NOW, HOW ABOUT YOU AND I WORK TOGETHER AND MAKE THE REST OF THE GALAXY SAFE FOR EVERYONE?!
WHAT DO YOU SAY... PARTNER?
IN YOUR DREAMS!
The End

mdb

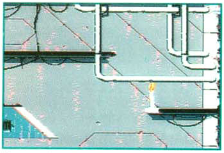
# COUNSELORS' CORNER

## FLASHBACK

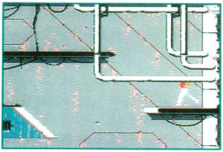
Todd Buechele

### HOW DO I GET TO THE UPPER LEDGE AT THE BEGINNING OF NEW WASHINGTON?

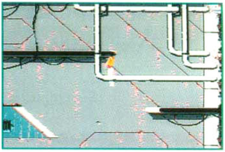
Jumping to the upper ledges at the start of the second stage is easier than it first appears to be. If you stand at the edge of the ledge and press Up to jump and the Y Button to grab, you won't make it. Instead, stand next to the wall facing left. Hold the Y Button down and tap Left on the Control Pad once. You'll begin to run, and, if you keep the Y Button down, your character will automatically leap when he reaches the edge. He'll easily reach the ledge above. Try using the maneuver in other areas of the game, too.



If you stand near the edge of the ledge and try to Jump by pressing Up, you won't make it.



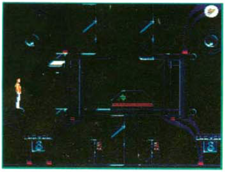
Start next to the wall and face to the left. Hold the Y Button down and tap Left to begin running.



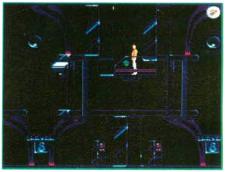
Your character will run to the Left. If you continue to hold Y, he'll jump when he reaches the edge.

### WHERE ARE THE ELEVATORS IN STAGE 3?

The Elevators in Stage 3 are unlike any others you find in the game. The lifts in this stage look like beveled glass plates. They have purple lines along their lower edges and are marked with green insignias on their left sides. You must stand behind the glass, hold the Y Button, and press Up or Down to operate them, but you can't use them until you clear each floor of all its enemies.



Unlike the Elevators in the first stages, which were marked with stripes, the ones in this stage are glass.



Stand behind the glass plates, hold Y and press Up or Down on the Control Pad to operate the Elevators.

# PLOK

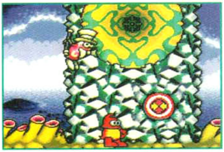
## HOW DO I DEFEAT THE PENKINOS?

Sara Osborne

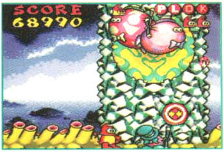
The Penkinos are the group of inflated magicians that you'll encounter in the second Stage of Akryllic Island. They float around, dropping deadly stars on the Plokster from above. To attack, strike the target directly under one of the blobs to send spikes shooting out to puncture it. When it deflates and falls, quickly shoot it before it inflates and floats back up. Each time you hit one of the Penkinos, it starts moving faster and dropping more stars, so attack them one at a time. That way, you'll have to handle only one fast-mover at a time.

WHILE I'M AT IT, IT'S HIGH TIME I SORTED OUT THOSE PENKINOS...

The Penkinos on Akryllic Island float overhead and drop sharp star bombs down on Plok.



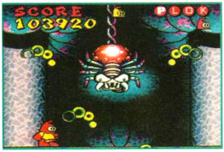
When one of the magicians gets close, hit the target below it to send spikes shooting out.



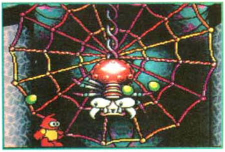
The spikes will deflate the Penkino. Hit it while it's on the ground, before it can float back up.

## HOW DO I DEFEAT THE WOMACK SPIDER?

The Womack Spider hangs out in the sixth stage of Akryllic Island. It will begin spitting green ooze at you when you attack it. The more you hit, the more it spits. To defeat it, you must knock all of its legs off. Wait for it to drop down low to the ground, then jump and shoot. You'll know you're scoring hits when you see the green slime fly. It'll take 12-14 hits to knock all its legs off and defeat it for good.



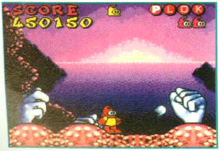
After the first two hits, the Womack Spider's legs become vulnerable to your attacks.



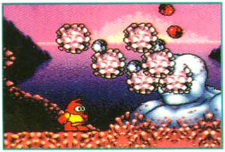
Wait until the spider dips down on its web, then jump and shoot. Make the green slime fly!

## HOW DO I DEFEAT ROCKYFELLA?

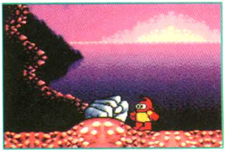
Rockyfella pops his fists up out of the ground before his head emerges. Stand directly in the center of the screen to avoid the fists that come up on the right and left. Just before his head finally appears, stand on the left side of the screen and fire to the right to score some early hits.



Stand in the center of the screen between the two fists that rise out of the ground.



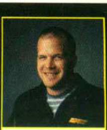
Stand on the left and fire to the right as Rockyfella's head emerges to send it back under ground.



Get ready—he'll come back out with another two-fisted attack. Fire at the hands some more.

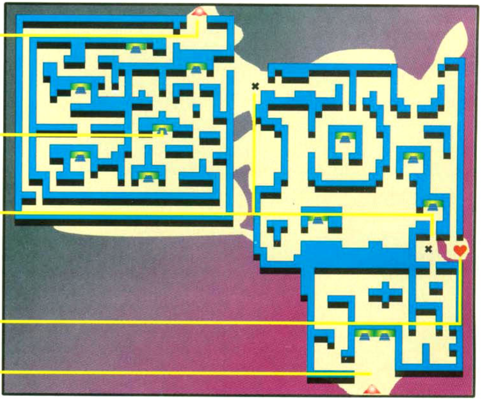
# ZODA'S REVENGE STAR TROPICS II

## HOW DO I GET THROUGH CHAPTER 3?



Mark Simkins

Find your way through Chapter 3 using this map of the Monkey Maze.



**Exit**

Step onto any of the platforms to view a small section of the maze.

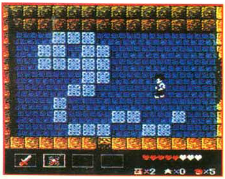
Defeat the enemies at the two places marked "X"

Be sure to pick up the Heart Container to increase your life meter.

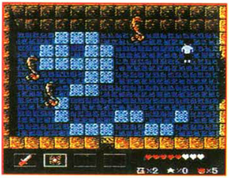
**Entrance**

## HOW DO I GET OUT OF THE PYRAMID?

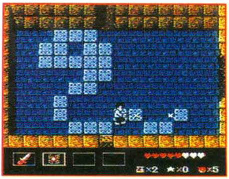
Near the end of the Pyramid, you'll end up in an area that loops and seems to have no exit. When you reach this point, you'll need to use the Magic Flute. Go to the room where the tiles on the floor form the shape of a snake. Stand before the tiles and play the Magic Flute. Your music will entice four large snakes to emerge from the wall on the left. When you defeat all four, a hidden passage will appear.



Go to the room where the floor tiles are arranged in the shape of a snake. Play the Magic Flute there.



The music from your Flute will cause four large snakes to slither out from the wall on the left.



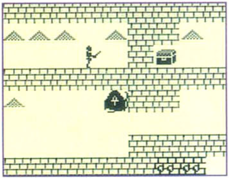
When you defeat all four of the snakes, a hidden passage leading to an exit will show up.

# ULTIMA RUNES OF VIRTUE II

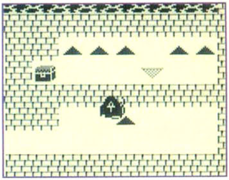
## HOW DO I GET THE HEART KEY IN THE CAVERN OF PRIDE?

Patrick Taylor

Look into the rooms on the other sides of the walls, then walk to the moving teleporters on the right. Stand a half space below where the third teleporter from the left appears and watch the pattern in which the teleporters show up. Just before the third teleporter appears, press Up on the Control Pad to reach the upper teleporters. From there, walk down out of range to the Chest with the Heart Key.



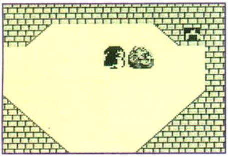
Stand half a space below where the third teleporter appears. Press Up just before it shows up.



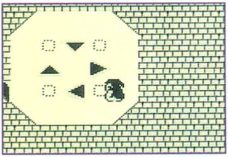
From the upper teleporters, walk down out of range before the third teleporter appears.

## HOW DO I FIND THE SNAKE SHIELD?

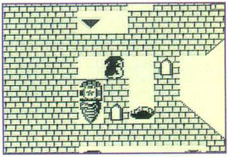
Shove the rock to the upper right and flip the teleporter switch. You'll transport to a room where you'll find the Star Key. Return and push the rock to the lower right area. Transport from there to the area where the four teleport arrows with the four buttons are. Press the buttons so the top arrow points down, the right arrow points to the right, the bottom arrow points left and the left arrow points up. Now the teleport arrow in the upper left area will be pointing down, so you'll be able to transport to the area where the Star Door is. Open the Star Door to pick up the Snake Shield, then drop down the pit to the next floor.



Push the rock over to the upper right, then teleport to the room with the Chest that holds the Star Key.

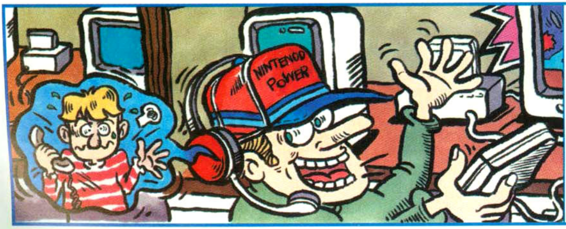


Press the buttons so that the arrows are pointing in the directions shown in the photo above.



Teleport to the area where the Star Door is, then open the door to find the Snake Shield.

## STUCK IN A RUT? NINTENDO'S PROS CAN HELP YOU OUT



**WRITE TO:**
Counselors' Corner
P.O. Box 97033
Redmond, WA
98073-9733

**CALL:**
(206) 885-7529
Nintendo Game Play Counselors are on call Mon.-Sat., 4:00 a.m. to Midnight and Sun., 6:00 a.m. to 7:00 p.m. Pacific time.

POWER PLAYER'S CHALLENGE

So you think you're good? Well, let's see what you've got. Send in all of your best scores and achievements so we can show them to the world! Don't forget to put your name and address on the photo, or we won't know who you are.

## CHALLENGE

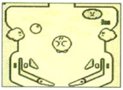
### NBA JAM

**What is the biggest blowout you can score in a one-player game?**

Take a shot of the Stat Screen at the end of the game.

### KIRBY'S PINBALL LAND

**What is your lowest score when you beat King Dedede?**



Try to make as few points as possible.

### THE SEVENTH SAGA

**How fast can you make it to the end of the game?**

Send us a photo of your best finishing time.

### METAL COMBAT

**What is the highest Final Ranking you can earn?**

It'll take a steady aim to be the best at this game.

### BONK'S ADVENTURE

**How high of a score can you rack up in this caveman adventure?**

Hit everything you can to really increase your score.

### JEOPARDY DELUXE EDITION

**How much money can you make in a single game?**

Be sure to use your Daily Doubles to make big bucks.

## SUPER POWER CLUB CHALLENGE

Take the challenge!

The top 25 players that best meet the monthly challenge will be awarded 4 Super Power Stamps for use towards the purchase of Super Power Supplies. Send all eligible entries to the address at right. The entries must include; Name, address and Membership Number of the player on the back of a photograph of the completed challenge (which includes the system in the photo). All entries must be received by June 30. 1994. Winners will be printed in a future issue of Nintendo Power and will be notified by mail. All scores printed are decided by Nintendo Power Staff. All decisions are final.

### KEN GRIFFEY JR. PRESENTS MLB

**How many balls can you drive over the fence in the Home Run Derby?**

GREAT JOB
ALL-STAR!
MARINERS

Pick your favorite batter and start swinging!

# POWER PLAYERS

## STAR FOX

**Lowest finishing scores.**

| | |
|---|---|
| Douglas Szperka<br>Philadelphia, PA | 4,700 |
| Drew Willcoxon<br>Lithonia, GA | 5,400 |
| John MacKay<br>Douglas, KS | 6,100 |
| Nathan Bowerman<br>Cedarville, AR | 6,200 |
| C.J. Nemec<br>Mckees Rocks, PA | 6,600 |
| Tim Gertsch<br>Goose Creek, SC | 7,200 |
| Mike Gihrdina<br>Springfield, VA | 7,400 |
| Eric Churchill<br>Lenexa, KS | 7,700 |
| Tom Adams<br>Pelham, NH | 7,800 |
| Ethan Martin<br>Wayne, NJ | 8,000 |

## DR. MARIO

**Highest Scores.**

| | |
|---|---|
| Marie Lloyd | 3,388,200 |
| Peggy Wiebush<br>Grey Forest, TX | 2,561,000 |
| Dorothy Sommers<br>Miami Beach, FL | 2,191,700 |
| Glen Hill<br>Rockland, ME | 1,829,200 |
| Penelope Sue Muff<br>Claremont, CA | 1,223,800 |
| Jennifer Seiden<br>Roscoe, NY | 1,240,500 |

## YOSHI

**Best Scores.**

| | |
|---|---|
| Craig Patik<br>Toledo, OH | 8,025 |
| Jason Burwick<br>York, PA | 7,565 |
| Justin Etzkorn<br>Victoria, BC | 1,655 |

## R.C. PRO-AM

**Most trophies won.**

| | |
|---|---|
| Robbie Stevens<br>Patterson, NJ | 48 |
| Rick Conklin<br>Pine Bush, NY | 24 |
| Mark George &<br>David Turnbull<br>Pickering, CA | 18 |

## TETRIS 2

**Highest Scores.**

| | |
|---|---|
| Debbie Vasilinda<br>Bellingham, WA | 447,230 |
| Robin Ramsey<br>Edmonds, WA | 425,150 |
| Jason Earls<br>Hamburg, NJ | 416,570 |
| Maureen &<br>Charles Bates<br>Henderson, NV | 227,030 |
| David Legg<br>Kanata, ON | 105,400 |
| Jack Wiley<br>Chicago, IL | 100,930 |

## DISNEY'S ALADDIN

**Finished the game with the most red gems.**

| | |
|---|---|
| Kyle Friske<br>Greenwood, WI | 63 |
| Rich Rogers<br>Bensenville, IL | 61 |
| Ruth Claus<br>Tinlry Park, IL | 60 |
| Chris Honey<br>Brooklyn Center, NY | 58 |
| Michael Gross<br>Patcho Sue, NY | 57 |
| Parker Lee Mott<br>Winter Garden, FL | 53 |
| Reuben Uy<br>Houston, TX | 46 |

## GOLF

**Lowest Scores.**

| | |
|---|---|
| Scott Looker<br>Denmark, WI | -24 |
| Mark Hamel<br>Sarasota, FL | -18 |
| Bob Feldman<br>Corvallis, OR | -17 |

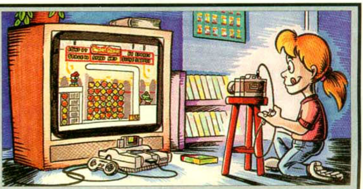
## FINAL FANTASY

**Finished game with four white wizards.**

| | |
|---|---|
| Matt Yoho<br>Pilot, VA | Finished |
| Roy Bocton<br>Oscoda, MI | Finished |
| Steven A. Gaines<br>Wainscott, NY | Finished |

## I CAN BEAT THAT SCORE!

Send us your name and address with a photo of your accomplishment! To take a photo of an NES or Super NES game, use a 35mm camera without a flash. Turn out the lights in the room, hold the camera steady and shoot your best shot! To take a Game Boy photo, place your Game Boy on a flat surface, then take your photo using natural light. Make sure the system is included in your photo. Nintendo is not responsible for lost or late mail. All scores printed are decided by the Nintendo Power staff. All decisions are final.



**Send to →**

NINTENDO POWER PLAYER'S CHALLENGE
P.O. Box 97033
Redmond, WA. 98073-9733

# DONKEY KONG®

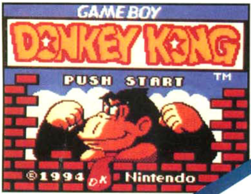
© Nintendo

**It's a reunion! The characters from Donkey Kong have returned to relive old times, and now each is a little older and wiser. New moves, new tricks and new levels bring a great look to this new Super Game Boy title!**

## THE KING IS BACK!

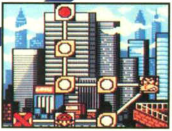
### SUPER GAME BOY

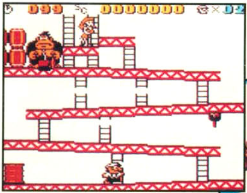
With the release of Super Game Boy, a whole range of new possibilities surfaces. Donkey Kong is the first Game Boy title to take advantage of these exciting changes, adding full color title screens and dynamic sound! Check out all of these great features on your Super Game Boy!

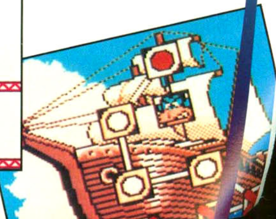


### 100 STAGES

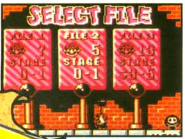
Remember the original Donkey Kong when you played it in the arcade? You would work your way through the same four levels over and over again. Not anymore! The new Donkey Kong starts out like the original, but changes very quickly. Nearly 100 exciting levels promise players hours of fun!





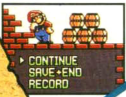


## SAVE YOUR GAME


SELECT FILE
FILE 2
5
STAGE
0-1

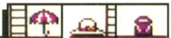
As any experienced game player knows, a battery save feature is a big advantage in a Game Boy game. Donkey Kong allows you to save the progress of three different games. You can save your game every few levels.

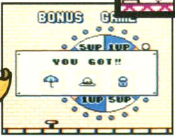
After you save your game, you can restart and revisit any area you've already completed.


▸ CONTINUE
SAVE+END
RECORD

## BONUS BONUS!

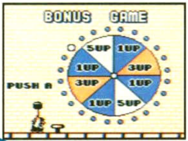
Although you can save your game progress, collecting extra 1-Ups will help you through difficult areas. If you collect all of Pauline's lost items in a level, you can earn 1-Ups in the Bonus Game.




BONUS GAME
5UP
1UP
YOU GOT!!
1UP
5UP

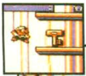
Pauline has left a trail of her accessories for Mario to follow. Collect three pieces to get to the bonus round.

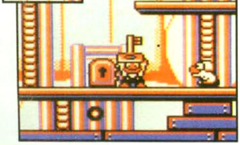
Hit the plunger at just the right moment to get a 1-Up, a 3-Up or, if you're lucky, a 5-Up.


BONUS GAME
5UP
1UP
1UP
3UP
3UP
1UP
1UP
5UP
PUSH A

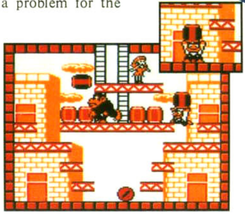
## ALL NEW CAPERS!

You still need to make it to the top of buildings like you did in the original Donkey Kong, but this time you'll also need to find a Key to open the Door at the top. Successfully getting the Key to the Door can pose a problem for the unwary adventurer.





Getting the Key and unlocking the Door is the object of each stage. Sometimes this can be tricky.



Of course, you still need to beat Donkey Kong, but this time *you* get to throw the barrels!

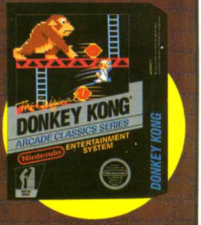
## DONKEY'S HISTORY

When the Donkey Kong coin-op game was first released in 1981, it was a phenomenal success, selling over 65,000 units. Donkey Kong Jr. and Donkey Kong 3 brought the series' total sales to over 100,000 units. Compare the fact that the ultra hot Street Fighter II series sold nearly 50,000, and you can see how big of success Donkey Kong really was.

'81 Arcade / '85 NES

### DONKEY KONG

ARCADE CLASSICS


The Original
DONKEY KONG
ARCADE CLASSICS SERIES
Nintendo
ENTERTAINMENT SYSTEM
DONKEY KONG

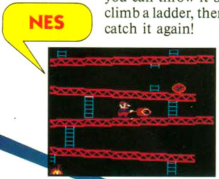
In the original game, Donkey Kong kidnapped Pauline and took her to the top of a building. Mario rushed to the rescue!

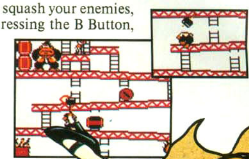
# WE'RE TALKING MORE NEW TRICKS!

Because this is a whole new game, Mario is ready to combat this monkey with an entirely new arsenal of moves. You had better study up before you try to save Pauline, because Donkey Kong has some new moves, too! If all else fails, jump!

## CATCH THAT HAMMER

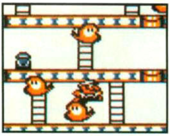
When you grab a Hammer to squash your enemies, you can throw it by pressing the B Button, climb a ladder, then catch it again!





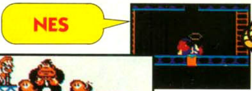
Instead of waiting for the Hammer to disappear, try throwing it—but then move out of the way!

## MARIO'S A NEW MAN!

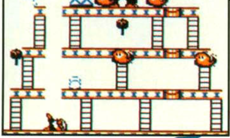


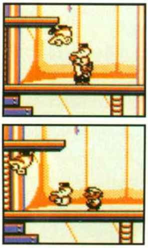
Because Mario is stronger it is safer for him to jump over the fireball.

After several successful adventures, Mario is returning to battle Donkey Kong, and he's a whole new hero. Last time he took on this big ape his moves were limited, but now Mario can do many of the tricks he's learned from his other adventures. Because he's tougher, he's able to fall from high places without getting hurt.

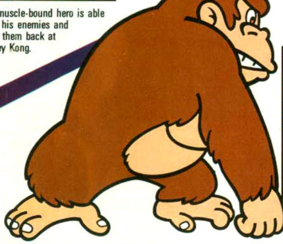


The first time he fought Donkey Kong, the slightest drop would finish Mario off.



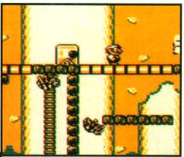


This muscle-bound hero is able to lift his enemies and throw them back at Donkey Kong.

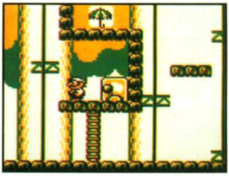


## CHANGE SWITCHES

Later in the game, some of the new levels will require you to locate important switches. The switches are used for any number of things, including opening Doors and starting up Elevators.



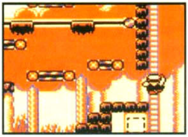
Hit the correct switch to make missing floors appear in important places or to clear them out of your way.



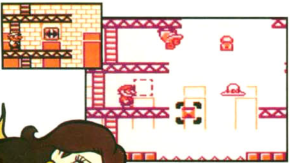
If you're having trouble catching the Elevators, look for a switch. You can sometimes change the direction elevators travel, making it easier to catch a ride.

## MAKING LADDERS

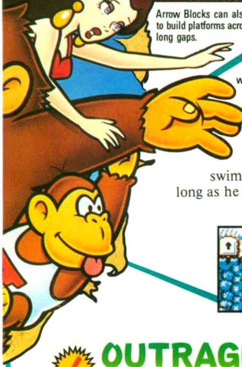
You can build ladders and platforms wherever you need them by hitting an Arrow Block. The platforms you create will only last a few seconds, so you'll need to move quickly to make it over the larger gaps. Falling off a vanishing ladder is very dangerous.

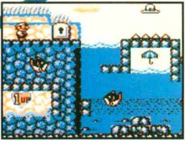


You can build a ladder of any length with an Arrow Block, but you only have a few seconds to climb it.



Arrow Blocks can also be used to build platforms across long gaps.

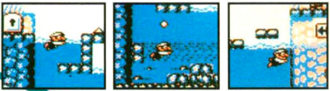




When you hop into the water, Mario will swim like he did in some of his other adventures.

## SWIMMING

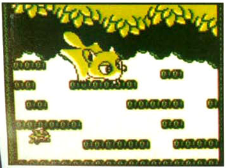
Some of the levels will require you to swim under water. Mario is able to hold his breath as long as he needs to, but he moves very slowly in the water.



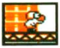
The only way through this stage is to swim. You move slowly when you're under water, so avoid the fish.

## OUTRAGEOUS ENEMIES

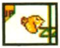
Many of the enemies are out to get Mario, but a few will just mind their own business. You can hop on many of the enemies' heads without getting hurt and use them to gain an extra boost up to the higher platforms.



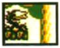
Watch out for the nuts that fall when the Giant Squirrel hits the tree. Use the nuts to hit the Boss.



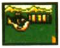
Some enemies seem friendly enough, but when you grab the Hammer, watch out!



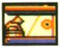
Keep moving when this bird flies overhead, or the yolk's on you.



These flowers can't keep their fronds to themselves. Flying seeds can be a pain.



Mario-eating fish make swimming difficult. Stay safe and swim away.

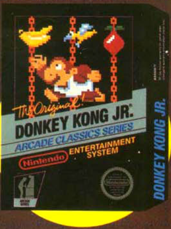


Donkey Kong's artillery has Mario in its sights. One hit and he's toast.

## DONKEY KONG

'82 Arcade / '86 NES

### DONKEY KONG JR.


The Original!
DONKEY KONG JR.
ARCADE CLASSICS SERIES
Nintendo
ENTERTAINMENT SYSTEM
DONKEY KONG JR.

After Mario captured Donkey Kong, Donkey Kong Jr. rescued his father in his own game.

'83 Arcade / '86 NES

### DONKEY KONG 3

The Original!
DONKEY KONG 3
ARCADE CLASSICS SERIES
Nintendo
ENTERTAINMENT SYSTEM
DONKEY KONG 3

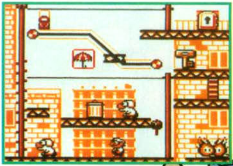
It was mayhem in the Greenhouse! Donkey Kong was loose and only Mario could catch him.

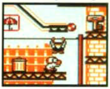
# MARIO'S ADVENTURE

Most Donkey Kong fans will recognize the first four levels of this game, but as soon as they rescue the fair maiden, they'll find themselves in unfamiliar territory. With loads of new areas to master, there are plenty of challenges ahead.

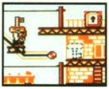
## MARIO'S ON THE TOWN (1)

Getting the Key to the Door in Stage 1 doesn't look very tough, but getting to the Key is dangerous. Several enemies are out to stop Mario, including the garbage can!

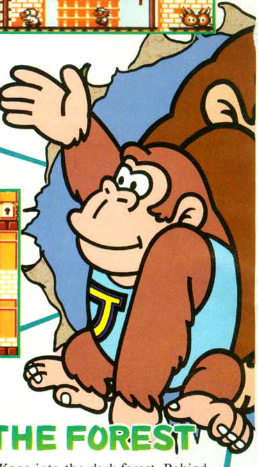




You can cross over the enemies by grabbing onto the power line.

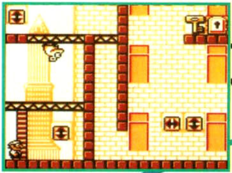


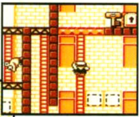
Jump to the Door with the Key when you're moving to the right.



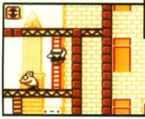
## MARIO'S ON THE TOWN (2)

The Key and the Door in Stage 2 are next to each other in the top right corner, but getting to them is tricky. It won't take Mario long to notice that there isn't any ladder leading up to the Door! Build ladders and platforms by using the special items located around the level. After you hit the Arrow Blocks, you can place the ladder anywhere you need it. The Blocks only work for a short while, so climb quickly.





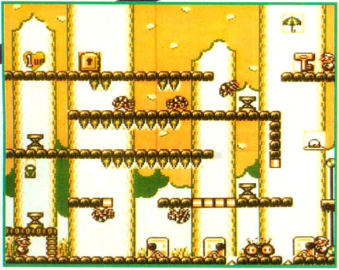
Use the second Arrow Block to build a ladder going back down the right side.

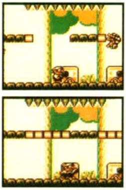


Hit the first Block, then build a ladder up to the top platform.

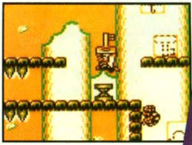
## MARIO IN THE FOREST

Mario follows Donkey Kong into the dark forest. Behind every tree lies a new enemy waiting to nab Mario, making his job even tougher. You'll need to trip all of the switches correctly or the elevators and doorways won't work. If they don't work, you're trapped!





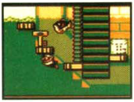
Flipping the correct switch to the right will make the missing floors appear.

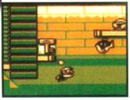


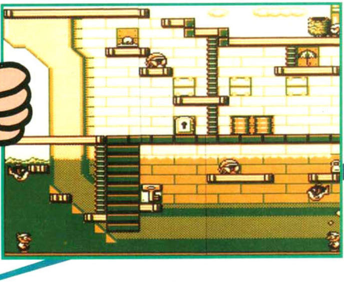
Your jumps will be shorter when you're carrying the Key. Land on the springboard to make it to the other side.

## MARIO HITS THE WATER

Mario has learned how to swim since his last encounter with Donkey Kong. He can hold his breath as long as necessary, but he'll need to hurry up to stay away from the biting fish. The extra weight of the Key will cause Mario to sink, so toss it to stay afloat.

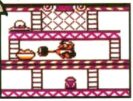

Throw the Key from platform to platform to exit the water.

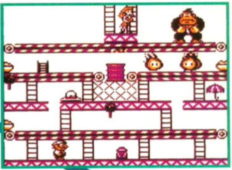

Stay below the fish as long as you can, or they will attack you.

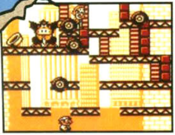


## VS. DONKEY KONG

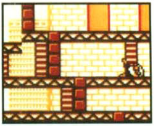
If Mario's going to beat Donkey Kong, he's got to make it to the top of the building without getting hit by any of the traps. Can he do it?

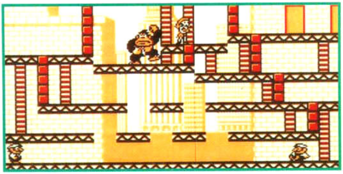

Clear your path of enemies with the trusty Hammer!




After Donkey Kong jumps, all kinds of trash falls out of the sky. Don't get hit!

Mario must work his way to the top if he's going to save Pauline, but Donkey Kong is not going to make it easy. Keep jumping when Donkey hits the ground, or you'll be stunned!

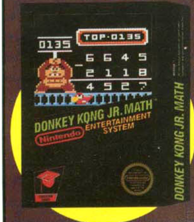

If Donkey Kong jumps while you're climbing a ladder, you'll fall to the bottom and hit your head.



## DONKEY KONG

1985 NES

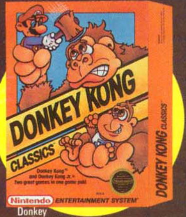
### DONKEY KONG JR. MATH


TOP-0135
0135
DONKEY KONG JR. MATH
ENTERTAINMENT SYSTEM
Nintendo
DONKEY KONG JR. MATH

Games can be great teaching tools, as Donkey Kong Jr. proved with this release.

1988 NES

### DONKEY KONG CLASSICS


DONKEY KONG
CLASSICS
DONKEY KONG CLASSICS
Nintendo ENTERTAINMENT SYSTEM

Donkey Kong and Donkey Kong Jr. teamed up for this classic.

Monster Max™

**Put on your thinking caps before making a move for Monster Max, a recent multi-lingual Game Boy masterpiece resulting from Rare and Titus teaming up—it's a tough teaser from beginning to end! Whether you're facing a menacing monster, searching for a solution to a particular room or testing your own Control Pad aptitude, there's a myriad of Monster Max mysteries to keep you busy for hours and hours . . .**

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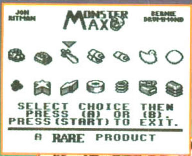
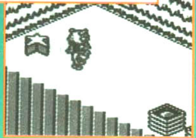
## BIG PUZZLE ACTION

Our story begins when Monster Max, our hero and an aspiring rock star as well, sets out to overturn the evil Krond. That crooked Krond has taken over Max's once-pleasant planet and banned all music! As a contributing member of the Monster music community, this is something that Max simply cannot stand for. He immediately enrolls in the Mega Hero Training Academy and will have to endure nine rigorous Training Levels to prepare for the impending confrontation with Krond. This is where you lend a hand—and two thumbs—to help our hero restore the right for everyone to rejoice in rhythms and reverie.

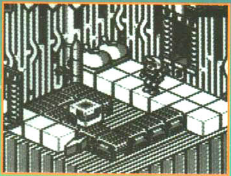

JON RITMAN
MONSTER MAX
BERNIE DRUMMOND

SELECT CHOICE THEN
PRESS (A) OR (B).
PRESS (START) TO EXIT.

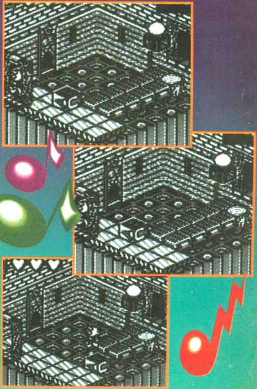
A RARE PRODUCT



Monster Max can pick up and carry two items at a time. There are fourteen useful items in all.



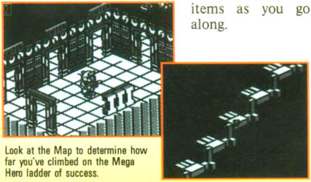
Each room poses a unique problem. It is up to you to determine the solution and move on to the next one.



Each level may require several steps to complete the crazy confusion concocted by Krond.

## NINE LEVELS

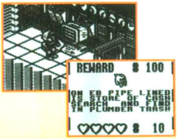
There are a total of nine Training Levels in the Mega Hero Training Academy. With each level, the challenge becomes progressively more difficult. You will encounter many new enemies, obstacles and items as you go along.



Look at the Map to determine how far you've climbed on the Mega Hero ladder of success.

## THREE ROOMS

On each Level, you will find three doorways leading to three Rooms. Each room has an item you need to retrieve in order to receive Credits. There are also other helpful items to find.

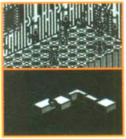


```
REWARD     $ 100

ON EB PIPE LINED
IS STORE OF CASH
SEARCH  AND FIND
IN PLUMBER TRASH

♡♡♡♡ $  10
```

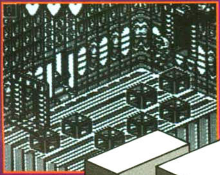
Ask the Computer in the hallway for information on the room's objective.

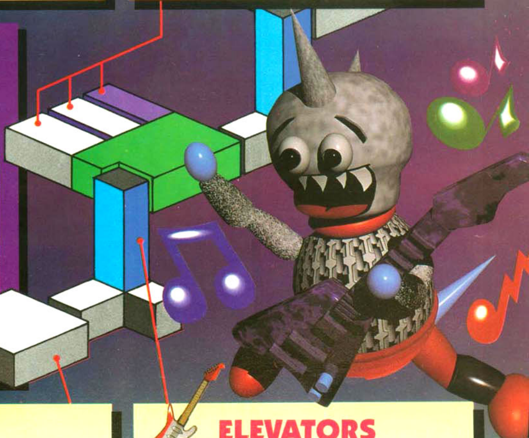


There is a whole maze beyond each Room.

## 3-D CONTROL

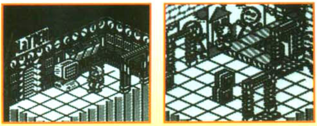
This game features a three-quarter perspective, which gives the illusion of three dimensions. Once you get used to the view, the control becomes much easier.





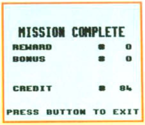
## PLAY PEN

The Play Pen, with its particularly cute wallpaper, is the perfect place to practice your magical Monster moves. A few of the important lessons to focus on are learning how to manipulate Blocks, and picking up and using various items.



## ELEVATORS

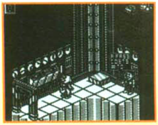
Once you have completed the objective of a room, you will receive the well-deserved reward. Extra credits can be earned if you have Hearts left when you complete the Room. With enough Credits, you can buy a Lift Pass from the Elevator Operator and move on to the next Level.



```
MISSION COMPLETE
REWARD          $   0
BONUS           $   0

CREDIT          $  84

PRESS BUTTON TO EXIT
```



# Level 1

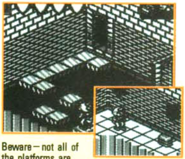
## ROOM 1

After you check out the Play Pen, hop on the elevator to get to Level One. At the beginning of each level, there are three rooms to choose from. Take the far left door to enter Room One. The helpful rhyme there reads "In the forest deep, seek and find, destroy Pahal, the Binary Mind." It's an insane Brain that is your bane!

🟦 EASY
🟨 MEDIUM
🟥 HARD

## 1 GO FOR THE GOLD

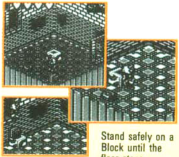
It appears that a simple hop, skip and jump will get you to the door and the gold that lies beyond.



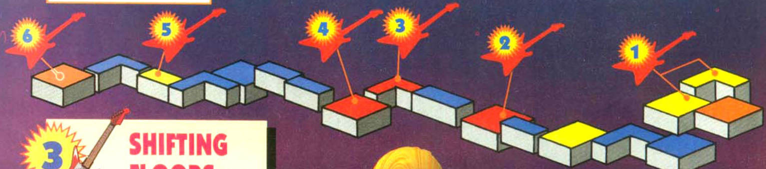
Beware—not all of the platforms are solid! One false move and you'll miss your chance to reap a handsome reward.

## 2 ELECTRIC FLOOR

Anyone standing on the floor when it is flashing will surely be fried! Plan your strategy carefully.

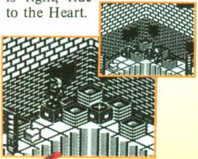


Stand safely on a Block until the floor stops flashing, then push the Blocks over to the door. Stack them and jump to safety.



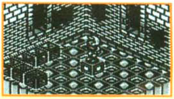
## 3 SHIFTING FLOORS

The stationary Blocks will hurt you, but the moving ones won't. When the timing is right, ride to the Heart.



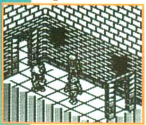
## 5 BOX CAR

Time your leap onto the moving Box and ride safely across the electric floors.



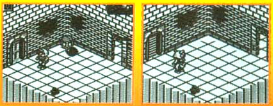
## 4 BONES

Be sure to pick up the Lightning Bolt in the previous room. It will give you the speed you need to run past these bags of bones.



## 6 BOMB THE BRAIN

Place a Bomb near the Brain's Blocks to bring it down to your level, then place another near the Brain to finish it off!



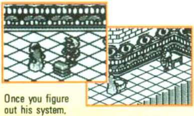
# Level 1

## ROOM 3

You may choose any combination of Rooms to collect enough credits and move on to the next Level. Below are some helpful hints for Room Three. The clue that leads you to the next grueling duel reads, "Faces cruel, jeer and twist on mad Ewjel, erase the Alchemist." Go to it!

## 1 TRAMPOLINE

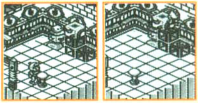
This ghastly little Ghoul will attempt to trap you and prevent you from taking the Trampoline. He's not so tough, though! You can out-trick him.



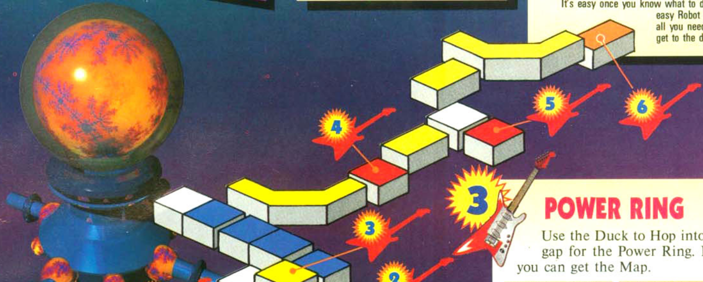
Once you figure out his system, trap the Ghoul behind the Pot while you bounce away on the Trampoline.

## 2 ROBOT

You can control the direction the Robot moves by pushing on the pillar. Position him perfectly then push the Rainbow Block on his head.

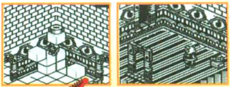


It's easy once you know what to do. An easy Robot ride is all you need to get to the door.



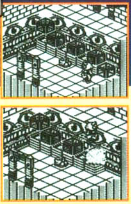
## 3 POWER RING

Use the Duck to Hop into the gap for the Power Ring. Now you can get the Map.



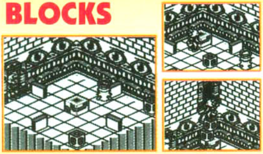
## 4 EXPLODING BOXES

Fancy footwork is required to make it past this room. The Blocks explode under your feet if you stand on them long. If at first you don't succeed, exit the room to reset the Blocks.



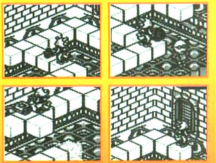
## 5 BUILDING BLOCKS

Before this room, make sure that you have ditched the Duck and picked up the Bag. In front of the door, stack the smaller Blocks on top of the larger one to form steps.



## 6 ALCHEMIST

Exchange the Bag for the Bombs, then push the Bag back out of the way. Place a Bomb on the edge of the ledge and push it over.



Once you've pushed the Bomb over, get away quickly or you'll be blown to bits, too!

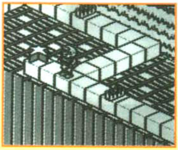
# Level 3

## ROOM 1

Welcome to the precarious passes of Level Three! The helpful rhyme this time reads, "Flashlight find to be not blind, in icy tunnels to halls of Liwl." Is it a Light you must locate which will aid in your heroic plight? Let's hope the rhyme is right!

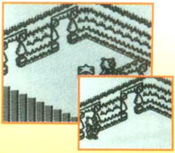
## 1 ICY FLOORS

Watch your step on these icy paths. The intersecting Blocks will cause you to slip and slide away.



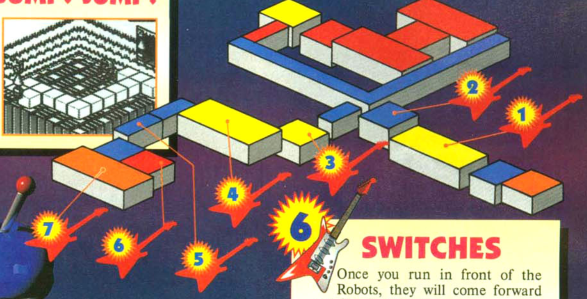
## 2 WHICH WAY?

Duck in through the door on the right to collect the Lightning Bolt, then continue on through the left door.



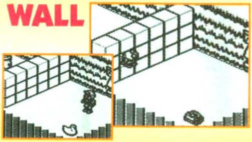
## 3 JUMP! JUMP! JUMP!

Once you step onto the Blocks, you will begin to slide. Jump at the intersections or you'll fall off.



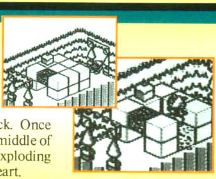
## 4 BLOCK WALL

There is a false brick here. Duck and jump against the middle Block, second from the left, to push it through.



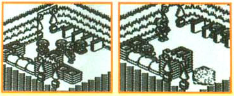
## 5 HEART

Although you cannot see what you are doing, you can duck into a hidden gap in the back of the stack. Once inside, break up through the middle of the stack, then use the exploding Boxes to jump up to the Heart.



## 6 SWITCHES

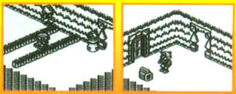
Once you run in front of the Robots, they will come forward and flip the Switches.



Flip the Switches in the correct order to move on.

## 7 FLASHLIGHT

There are many obstacles to overcome, but the Flashlight is very near!



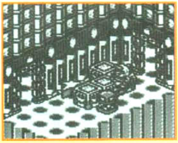
# Level 3

## ROOM 2

Before Room Three, read along with me, because Room Two has a true clue for you. "People of Onso gone to ground, the Control Box must be found." What can this mean? Are your skills quite keen? Pay close attention—there's a nasty invention! It's your job to send it to a different dimension.

### 1 PLAY CHICKEN

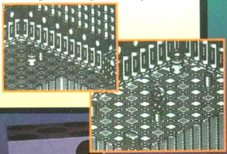
If your timing is just right, you'll be able to jump over the Creature's head.

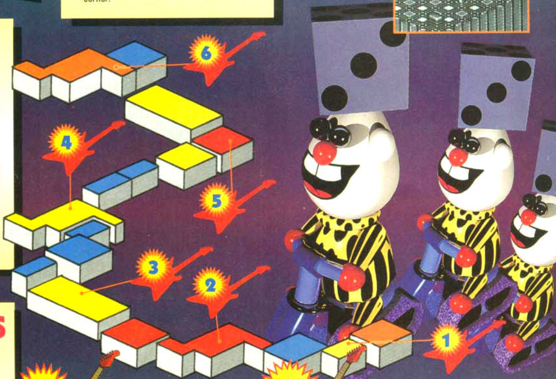


Don't forget the Star that's hidden in the corner!

### 2 ELECTRIC FLOOR

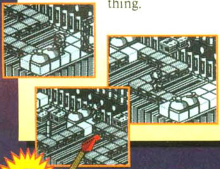
If the floor's not flashing, make a run for the safe spot on the pillars. Go for the gold on your way out.





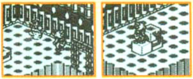
### 3 SWITCHES

Switch the first right switch back, then hop on the conveyor belts to the next set of switches and do the same thing.

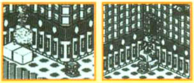


### 4 MULTI-MOVES

Here's a room that will test your fighting abilities as well as your problem-solving skills.



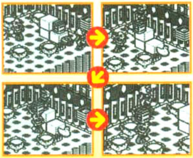
Use the Scrolls to eradicate the first enemy, then stack the Rainbow Blocks.



There's a Robot hiding under the Blocks. You can use him to push you to the door.

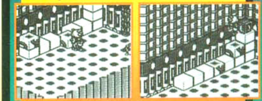
### 5 WILD RIDE

Maneuver to place the Block on the Robot's head, then ride!



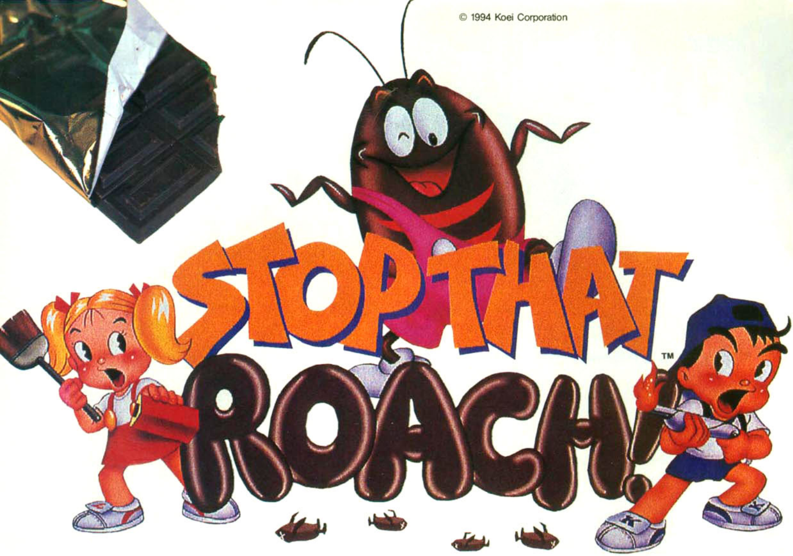
### 6 BOX

To reach the Control Box, run across the white Blocks to cause one to explode. Push a Rainbow Block into the gap so that you may then push the other safely across to form steps.



**TAKE IT TO THE MAX!** This thumb-twisting tingler doesn't stop here. There are six more grueling levels to test your love of logic! Can you take it?

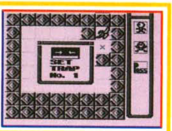
© 1994 Koei Corporation

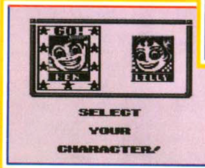


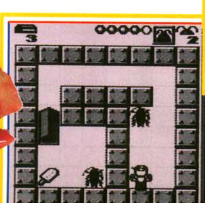
*As you turn on the kitchen light the sound of tiny feet scurrying across the floor meets your ears. The hair on the back of your neck stands staight up as the midnight snack you're reaching for crawls off under the sink. It's time to take care of this once and for all! With broom, slippers and spray can in hand you set out to Stop That Roach!*

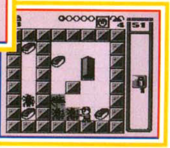
## DON'T GET INFESTED

Stop That Roach, by Koei, is an entertaining puzzle game that is both easy to understand and fun to play. The graphics are large and fun to watch, with humorous animation sequences shown between each level. All of the puzzles throughout the game are cleverly done and vary in difficulty, giving players of any skill level a challenge. Koei has also included a very handy Help Option, so players can learn how to best complete the puzzles without searching through their instruction manuals.

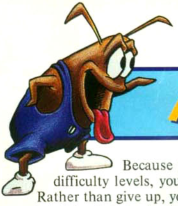






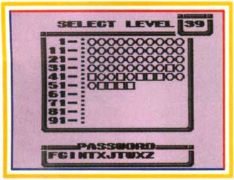


With 100 different puzzles to solve, this game will give players hours of brain-twisting fun.



# A BROOD OF PUZZLES

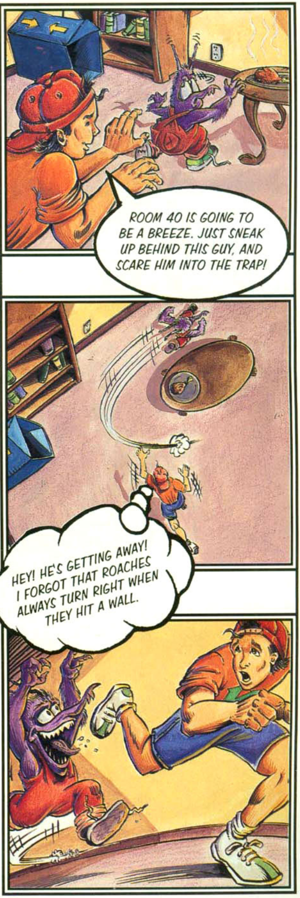
Because this game has 100 puzzles with various difficulty levels, you're bound to find a few to get stuck on. Rather than give up, you can skip forward to one of the uncompleted levels later in the game. If you choose the Level Option from the Option Menu, you can move to any of the highlighted levels. The levels that you've completed will be marked with a circle, and unfinished levels are marked with a square. You can only look ahead to ten unfinished levels at a time. But as you finish a level, another will be available for you to play. If you skip too many, you can't work ahead!



SELECT LEVEL 39

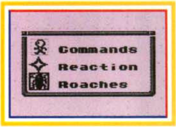
1-:○○○○○○○○○○
11-:○○○○○○○○○○
21-:○○○○○○○○○○
31-:○○○○○○○○□○
41-:□○○□○□□□○○
51-:○□□□□
61-:
71-:
81-:
91-:

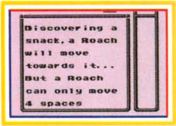
PASSWORD
FGINTXJTWXZ


ROOM 40 IS GOING TO BE A BREEZE. JUST SNEAK UP BEHIND THIS GUY, AND SCARE HIM INTO THE TRAP!
HEY! HE'S GETTING AWAY! I FORGOT THAT ROACHES ALWAYS TURN RIGHT WHEN THEY HIT A WALL.

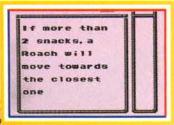
# BUILT-IN HELP

If you've ever lost the instruction manual to a game and later regretted it, then this great feature is just for you! If you lose track of what you're doing, or forget how to play the game, you can access the special Help Menu by pressing the Start Button. All of the crucial elements of the game are described in detailed animation. After you learn what you need to complete the level, you can exit the Menu and return to the game by pressing the B Button.

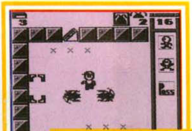

Commands
Reaction
Roaches

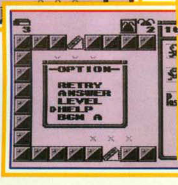


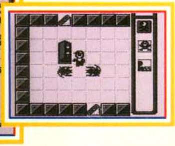
Discovering a snack, a Roach will move towards it... But a Roach can only move 4 spaces



If more than 2 snacks, a Roach will move towards the closest one

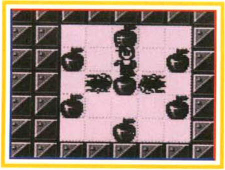


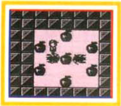

3
2
16
OPTION
RETRY
ANSWER
LEVEL
▷HELP
BGM A



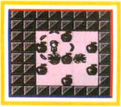
# TOUGH PUZZLES

## LEVEL 21

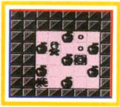




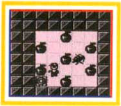
1 Use the Walk Command to move to the top left apple, then face right.



2 If you Jump while standing in this spot, the roach below you will run to the bottom corner.

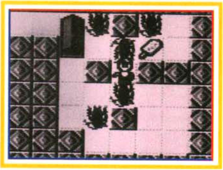


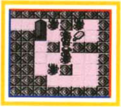
3 Next, use the Broom to whack the roach in the upper right. You can reach over the apple with the broom.



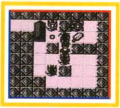
4 Walk down two steps, face the roach below you, then use the Broom to hit the second roach.

## LEVEL 30

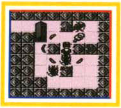




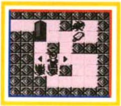
1 Set the Roach Trap in the top left, blocking off the passage. Use the Walk Command to face up.



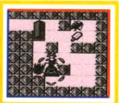
2 Use the Broom to reach over the snack and squash the roach in the upper right corner.



3 Use the Jump Command to send the lower roach scurrying down to the bottom left corner.

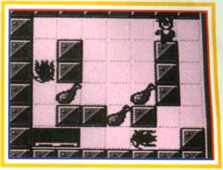


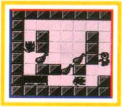
4 Walk down one step and left one step, then face down toward the roach on the right.



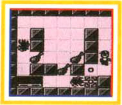
5 Use the Slipper to squash the Roach on the right. The Roach on the left will run up into the Trap.

## LEVEL 36

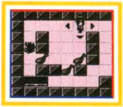




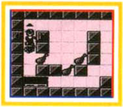
1 Set the Trap sideways in the bottom left corner. Walk one step right and three steps down.



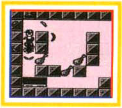
2 Use the Broom to whack the spot behind the bottom Roach. The Roach will run into the Trap.



3 Walk three steps up and two steps to the left. Face to the left when you are finished.



4 Walk four steps to the left and two steps down, so you are standing behind the Roach.

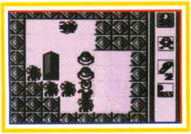


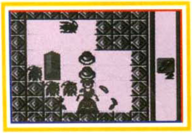
5 Use the Jump Command to scare the remaining Roach into the Trap, finishing the level.

## STOP THAT ROACH!

Check out these game winning strategies when you get stuck. These levels are tough, but there are many more difficult puzzles to tease your brain!

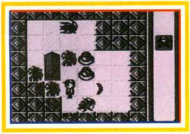
## LEVEL 49





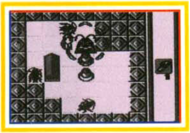
1

Situate the Trap vertically two spaces to the left of the center snacks. Immediately use the Slipper Command to take out the Roach that is positioned below you when you start. This will drive the Roach on the left toward the top of the room.



2

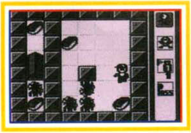
Use the Walk Command to step one space to the left and make sure you continue to face in that direction. Use the Jump Command to drive the Roach into the trap and the Roach above it farther toward the top of the room.

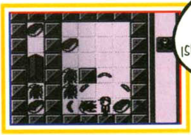


3

Walk up three spaces and face the Roach on your right. Use the Slipper to flatten the Roach, driving the second Roach toward the Trap. After you make your last move, all the remaining Roaches will run into the Trap.

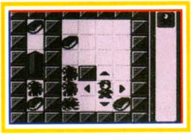
## LEVEL 50





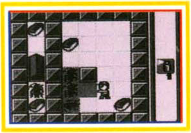
1

Place the Roach Trap in the open spot located on the other side of the left wall. Use the Walk Command to move one space left and two spaces down, so you are facing the Roach on the bottom. Use the Jump Command to set the Roaches scurrying.



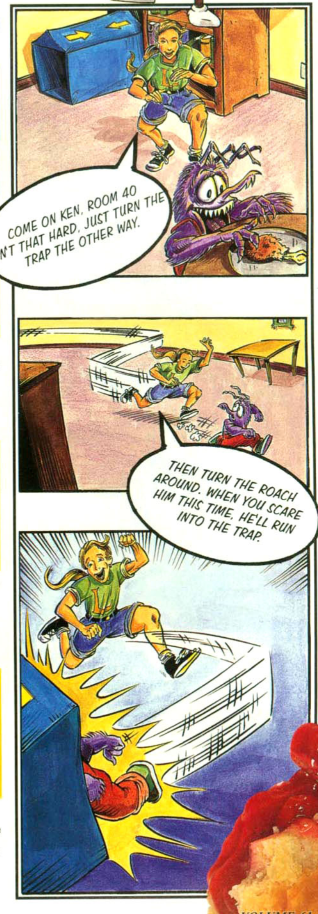
2

Step up one space and turn left, facing all of the Roaches. You should be positioned two spaces to the right of the nearest Roach, so you can use the Spray Can to its full potential. If you are too close, you'll miss some Roaches.



3

Use the Spray Can to finish off the three Roaches closest to you. The reaction from the Spray Can should scare the Roach on the other side of the wall so he runs up into the Trap that you placed earlier.


COME ON KEN, ROOM 40 ISN'T THAT HARD. JUST TURN THE TRAP THE OTHER WAY.
THEN TURN THE ROACH AROUND. WHEN YOU SCARE HIM THIS TIME, HE'LL RUN INTO THE TRAP.

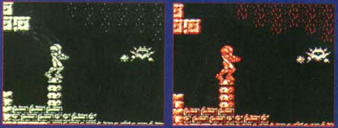
# Super Game Boy GALLERY

***Last month, we gave you a preview showing what Super Game Boy is all about. Not being ones to leave well enough alone, this month we're going to delve deeper into what exactly makes Super Game Boy tick. There's a lot more to it than just slapping a Game Boy cartridge into a Super NES adaptor. A virtual bevy of options, and really cool options at that, are right at your fingertips. We're Nintendo. Providing you with great play is what we do. No thanks are necessary. Just give Super Game Boy a try. We know you'll like it!***

DONKEY KONG
Super GAME BOY
SUPER NINTENDO
SUPER NINTENDO
SELECT START

**INSERT SUPER GAME BOY CARTRIDGE INTO YOUR SUPER NES – AND PLAY!**

**Since Game Boy was introduced in 1990, the question on many minds was "When is Nintendo going to make a color Game Boy?"...**



With the introduction of color and the ability to play them on your TV, classic Game Boy titles gain a new level of sophistication and excitement.

**...The answer is still: "Nintendo has no plans to introduce Game Boy with a color display," but the truth is that Super Game Boy is just as good. If not better.**

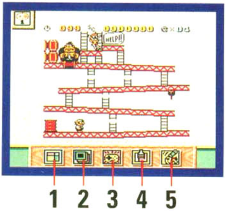
**INSERT ANY GAME BOY CARTRIDGE INTO THE SUPER GAME BOY ADAPTOR**

Nintendo GAME BOY
DONKEY KONG
Super GAME BOY

Along with a Super NES, this is all you need to play your Game Boy games on your color TV screen. It's a simple concept, but it works like a dream.

## THE SYSTEM WINDOW

The default Super Game Boy setting is just that. It's a set of options that were chosen arbitrarily. The beauty of it is that you can change all of the default settings to whatever YOU want to see! You can't lose. No matter what game you are playing, you should be able to find a combination of colors that enhances the game play experience. If any of the preset color options or Picture Frames don't suit your taste, you can make your own! Press the L and R Buttons simultaneously to bring up the System Window. Press them both again to close it.



**1. COLOR PALETTE**
Selecting this icon allows you to browse through and select a group of colors to use for your game.

**2. PICTURE FRAME**
Any one of nine custom Picture Frames can be added to your screen to beautify and enhance your game.

**3. BUTTON SETTING**
You can rearrange the game functions that correspond to the Buttons on your Super NES Controller.

**4. CUSTOM COLOR**
To dial in a color or set of colors so your game screen looks "just right," choose this icon.

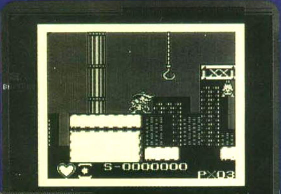
**5. GRAFFITI**
You can easily create your own custom Picture Frame with the tools and colors that are provided.

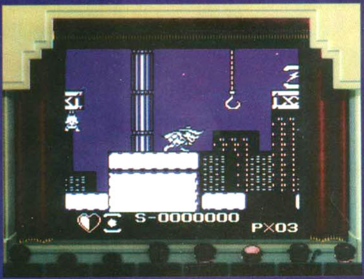
# TRADING GO FOR SHOW

Using Super Game Boy, you give up the ability to "Take It Anywhere," but the trade-off is often worth it. The benefit is being able to play your Game Boy games in a new way. And besides, you can still use your Game Boy when you're on the go.

Darkwing Duck, in his Game Boy adventure, gets vivid when hooked into Super Game Boy.

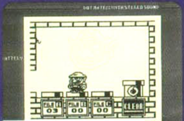
This color palette selection makes background and foreground elements easier to see.

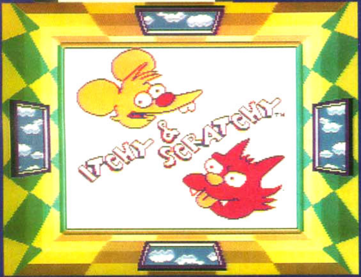

S-0000000
P×03

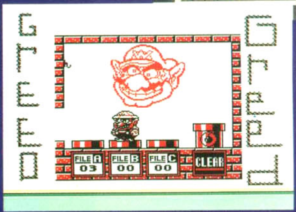

S-0000000
P×03

ITCHY & SCRATCHY

Donkey Kong is the first Game Boy title programmed to take advantage of Super Game Boy's capabilities. However, by no means does this suggest that other games won't look just as good. Any Game Boy title will be brightened by the addition of Super Game Boy colors and Picture Frames. Some color schemes will look better than others, so it's up to you come up with an eye-pleasing color combination.

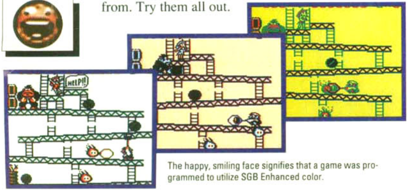

FILE A 03
FILE B 00
FILE C 00
CLEAR


ITCHY & SCRATCHY

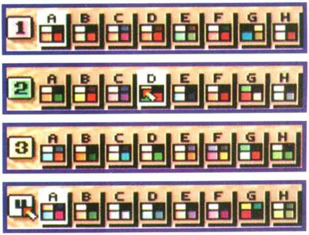

Greed
FILE A 03
FILE B 00
FILE C 00
CLEAR
Greed

## COLOR PALETTE

Super Game Boy has a grand total of 32 pre-programmed color palette combinations for you scan through and choose from. Try them all out.



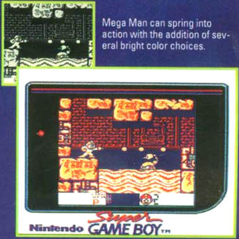
The happy, smiling face signifies that a game was programmed to utilize SGB Enhanced color.


1
A
B
C
D
E
F
G
H
2
A
B
C
D
E
F
G
H
3
A
B
C
D
E
F
G
H
4
A
B
C
D
E
F
G
H

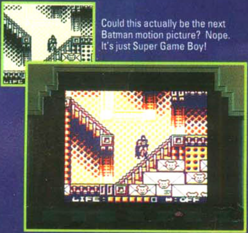
No palette is "better" than any other, but some color combinations look better on certain games than others do.

# A MAKE OVER FOR THE SMALL SCREEN!

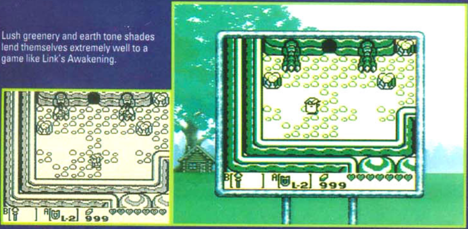
Game Boy games that take hours to play and complete, like Link's Awakening, can take a toll on your eyes if you play them on Game Boy's LCD screen. Sure, you can Save your game or write down a password and then Continue later, but Super Game Boy opens up a whole new visual dimension for the 300-plus Game Boy titles that are available! Even though the games don't play any differently, it may seem like they are easier or more enjoyable to play due to the addition of color and the Picture Frame options. Super Game Boy allows you to set a mood for a game. Using bright, vivid colors helps to keep your excitement level elevated when playing action games. Smooth, muted tones may lend themselves to the more mysterious, RPG types of games.



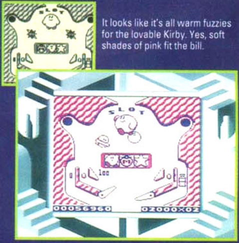
Mega Man can spring into action with the addition of several bright color choices.



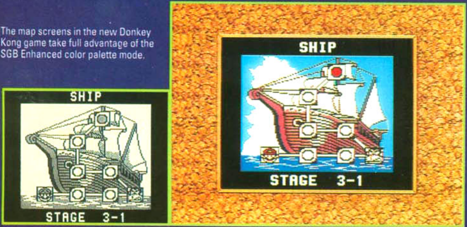
Could this actually be the next Batman motion picture? Nope. It's just Super Game Boy!



Lush greenery and earth tone shades lend themselves extremely well to a game like Link's Awakening.



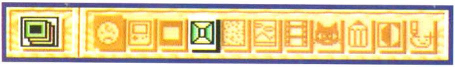
It looks like it's all warm fuzzies for the lovable Kirby. Yes, soft shades of pink fit the bill.

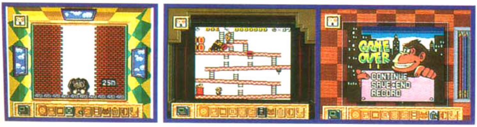


The map screens in the new Donkey Kong game take full advantage of the SGB Enhanced color palette mode.

## PICTURE FRAMES

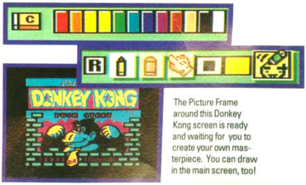
There are a total of nine stored Picture Frames. Use them to matte your screen image and highlight certain colors.



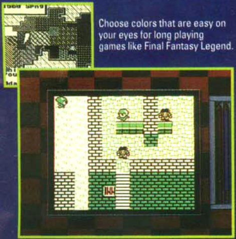


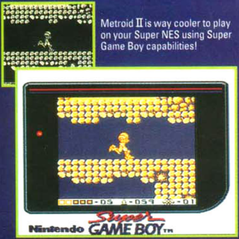
## GRAFFITI BORDERS

Go ahead, draw your own Picture Frame. Customizing is really up to you!

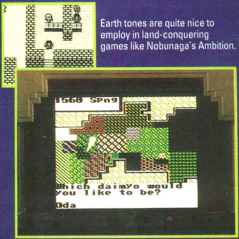


The Picture Frame around this Donkey Kong screen is ready and waiting for you to create your own masterpiece. You can draw in the main screen, too!

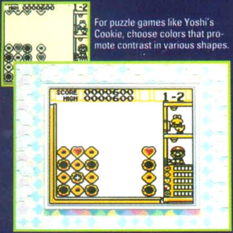

Choose colors that are easy on your eyes for long playing games like Final Fantasy Legend.



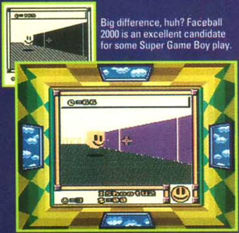
Metroid II is way cooler to play on your Super NES using Super Game Boy capabilities!

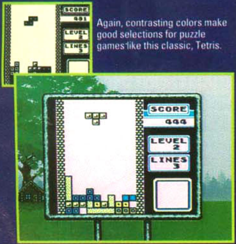


Earth tones are quite nice to employ in land-conquering games like Nobunaga's Ambition.

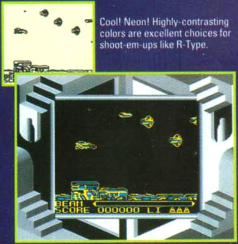


For puzzle games like Yoshi's Cookie, choose colors that promote contrast in various shapes.


Big difference, huh? Faceball 2000 is an excellent candidate for some Super Game Boy play.



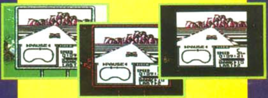
Again, contrasting colors make good selections for puzzle games like this classic, Tetris.

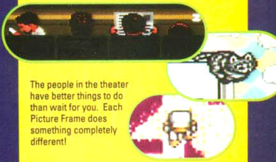


Cool! Neon! Highly-contrasting colors are excellent choices for shoot-em-ups like R-Type.

## SCREEN SAVERS?

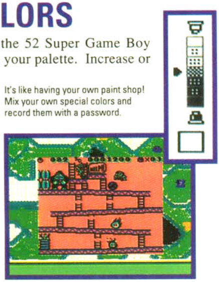
If you pause your game for an extended amount of time, some interesting things happen. The animation is different for each Picture Frame.

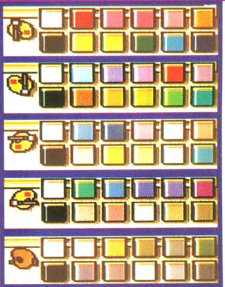

See the entire day pass away right in front of your eyes with this serene Picture Frame.


The people in the theater have better things to do than wait for you. Each Picture Frame does something completely different!

## CUSTOM COLORS

You can assign any four of the 52 Super Game Boy colors as your main colors on your palette. Increase or decrease the "density" of your colors and then record eye-pleasing combinations with the password that you're given.


It's like having your own paint shop! Mix your own special colors and record them with a password.



## BUTTON SETTINGS

Super Game Boy gives you the option to assign game functions to different Buttons on your Super NES Controller.

# eXtreme™ SKIING WITH TOMMY MOE

## GRAND PRIZE

ASPEN SKIING COMPANY

GO TO ASPEN TO SEE TOMMY COMPETE IN A WORLD CUP RACE

VIEW THE RACE FROM VIP SEATS

MEET TOMMY AFTER THE RACE

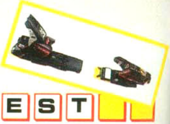
SKIING
SNOWBOARDING
WINTER eXtreme
SUPER NINTENDO

DYNASTAR
DYNASTAR

## PLUS:

WIN A SET OF THE SAME WORLD CLASS RACING EQUIPMENT THAT TOMMY USES. INCLUDES DYNASTAR COUPE S9 SKIIS, LANGE XR 9 RACING BOOTS, KERMA SKI POLES, AND SALOMON BINDINGS.

GO EXTREME SKIING IN THE SAFETY OF YOUR LIVING ROOM. TAKE HOME TOMMY MOE'S WINTER EXTREME SKIING AND SNOWBOARDING FOR YOUR SUPER NES FROM ELECTRO BRAIN CORP



# PLAYER'S POLL

Please answer the following questions on the postcard provided below, then enter our Player's Poll Contest by sending it in!

**A. Please indicate, in order of preference, your five favorite Super NES games.**

**B. Please indicate, in order of preference, your five favorite Game Boy games.**

**C. Please indicate, in order of preference, your five favorite NES games.**

**D. How old are you?**

1. Under 6
2. 6-11
3. 12-14
4. 15-17
5. 18-24
6. 25 or older

**E. Sex**

1. Male
2. Female

**F. On the average, how many video games do you buy a year?**

1. One or two games in a year.
2. Three to five games a year.
3. Six to ten games a year.
4. One game every month.
5. More than one game a month.

**G. Are video games available in your school?**

1. Yes
2. No

**H. Which of the Power Certificates that you received in Volume 59 (April Issue) did you use toward the purchase of a Game Pak?**

1. Street Fighter II Turbo
2. Mega Man X
3. Mega Man VI
4. Zoda's Revenge: Star Tropics II
5. None of them

**Trivia Question: What is Samus's last name?**

## Answers to the Player's Poll - Volume 61

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**D.**
1 2 3 4 5 6

**E.**
1 2

**F.**
1 2 3 4 5

**G.**
1 2

**H.**
1 2 3 4 5

Trivia Answer ________________________________________

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## Super NES Games

1. ActRaiser
2. ActRaiser 2
3. Aero the Acrobat
4. Air Strike Patrol
5. Alien³
6. Battletoads in Battlemaniacs
7. Battletoads & Double Dragon: The Ultimate Team
8. Bugs Bunny's Rabbit Rampage
9. Bulls vs. Blazers and the NBA Playoffs
10. Championship Pool
11. Choplifter III
12. Clay Fighter
13. Clay Fighter Tournament Edition
14. Claymates
15. Contra III: The Alien Wars
16. Cool Spot
17. Daffy Duck: The Marvin Missions
18. Desert Strike
19. Disney's Aladdin
20. Disney's Beauty and the Beast
21. Equinox
22. Fatal Fury II
23. Final Fantasy II
24. Final Fantasy Mystic Quest
25. Final Fight 2
26. Flashback
27. The Flintstones: The Treasure Sierra Madrock
28. F-Zero
29. Inspector Gadget
30. The Jetsons: Invation of the Planet Pirates
31. Joe & Mac 2
32. Jurassic Park
33. Ken Griffey Jr. Presents MLB
34. The King of Dragons
35. Knights of the Round
36. The Legend of Zelda: A Link to the Past
37. Lester the Unlikely
38. Lord of the Rings
39. The Lost Vikings
40. Madden NFL '94
41. Mario's Missing
42. Mario Paint
43. Mega Man X
44. Mickey's Ultimate Challenge
45. Monopoly
46. Mortal Kombat
47. NBA All-Star Challenge
48. NBA Jam
49. NCAA Basketball
50. NHLPA Hockey '93
51. NHL Hockey '94
52. NHL Stanley Cup
53. Pilotwings
54. Relief Pitcher
55. Riddick Bowe Boxing
56. Road Runner's Death Valley Rally
57. Rock & Roll Racing
58. Secret of Mana
59. The Seventh Saga
60. Shadowrun
61. Shanghai II: Dragon's Eye
62. Side Pocket
63. SimAnt
64. SimCity
65. SimEarth
66. The Simpsons: Bart's Nightmare
67. Soldiers of Fortune
68. Spectre
69. Spider-Man and the X-Men in Arcade's Revenge
70. Star Fox
71. Star Trek: The Next Generation
72. Street Fighter II Turbo
73. Street Fighter II: The World Warrior
74. Stunt Race FX
75. Super Black Bass
76. Super Bomberman
77. Super Castlevania IV
78. Super Empire Strikes Back
79. Super Ghouls 'N Ghosts
80. Super Loopz
81. Super Mario All-Stars
82. Super Mario Kart
83. Super Mario World
84. Super Metroid
85. Super NBA Basketball
86. Super R-Type III
87. Super Solitaire
88. Super Star Wars
89. Super Strike Eagle
90. T2: The Arcade Game
91. Tecmo Super Bowl
92. Time Trax
93. Tiny Toon Adventures — Buster Busts Loose
94. TMNT IV: Turtles in Time
95. TMNT Tournament Fighter
96. Top Gear
97. Top Gear 2
98. Turn and Burn: No-Fly Zone
99. The Twisted Tales of Spike McFang
100. Vegas Stakes
101. Where in the World is Carmen Sandiego?
102. Wicked 18
103. Wing Commander :The Secret Wars
104. Winter Extreme Skiing and Snowboarding
105. Winter Olympic Games
106. Wolfenstein 3-D
107. WWF Royal Rumble
108. X-Kaliber
109. Yoshi's Cookie
110. Young Merlin
111. Zombies Ate My Neighbors

## Game Boy Games

112. Alien³
113. Baseball
114. Batman: The Animated Adventure
115. Batman: Return of the Joker
116. Battletoads
117. Battletoads in Ragnarok's World
118. Bionic Commando
119. Black Bass Lure Fishing
120. Caesars Palace
121. Castlevania II: Belmont's Revenge
122. Donkey Kong
123. Dr. Mario
124. F-1 Race
125. Faceball 2000
126. Final Fantasy Adventure
127. Final Fantasy Legend
128. Final Fantasy Legend II
129. Final Fantasy Legend III
130. Gargoyle's Quest II
131. Golf
132. Jurassic Park
133. Kirby's Dream Land
134. Kirby's Pinball Land
135. The Legend of Zelda: Link's Awakening
136. Looney Tunes
137. Mega Man in Dr. Wily's Revenge
138. Mega Man II
139. Mega Man III
140. Mega Man IV
141. Metriod II: Return of Samus
142. Monopoly
143. Monster Max
144. Mortal Kombat
145. NBA Challenge 2
146. Operation C
147. Pac-Man
148. The Ren & Stimpy Show
149. The Simpsons: Escape from Camp Deadly
150. The Simpsons: Bart and the Beanstalk
151. Solitaire Funpak
152. Spider-Man & The X-Men in Arcade's Revenge
153. Stop That Roach
154. Super Mario Land
155. Super Mario Land 2 — 6 Golden Coins
156. Super R.C. Pro-Am
157. Star Trek: The Next Generation
158. Tecmo Bowl
159. Tetris
160. Tetris 2
161. Tiny Toon Adventures
162. Tom & Jerry: Frantice Antics
163. TMNT: Back from the Sewers
164. TMNT: The Fall of the Foot Clan
165. TMNT III: Radical Rescue
166. Ultima—Runes of Virtue II
167. Wario Land: Super Mario Land 3
168. WWF King of the Ring
169. Yoshi
170. Yoshi's Cookie
171. Zen Intergalatic Ninja

## NES Games

172. The Addams Family: Pugsley's Scavenger Hunt
173. Baseball Stars
174. Batman Returns
175. Battletoads
176. Battletoads and Double Dragon
177. Blades of Steel
178. Bonk's Adventure
179. Caesars Palace
180. Castlevania III — Dracula's Curse
181. Darkwing Duck
182. Disney's Duck Tales
183. Disney's Duck Tales 2
184. Disney's Chip 'n Dale Rescue Rangers 2
185. Dragon Warrior
186. Dragon Warrior II
187. Dragon Warrior III
188. Dragon Warrior IV
189. Dr. Mario
190. Final Fantasy
191. The Jungle Book
192. Jurassic Park
193. Kirby's Adventure
194. The Legend of Zelda
195. Mega Man
196. Mega Man II
197. Mega Man III
198. Mega Man IV
199. Mega Man V
200. Mega Man VI
201. Metroid
202. Monopoly
203. Ms. Pac-Man
204. NES Open Tournament Golf
205. Pac-Man
206. Super Mario Bros.
207. Super Mario Bros. 2
208. Super Mario Bros. 3
209. Teenage Mutant Ninja Turtles
210. Tecmo Bowl
211. Tecmo NBA Basketball
212. Tecmo Super Bowl
213. Tetris
214. Tetris 2
215. TMNT Tournament Fighter
216. TMNT II: The Arcade Game
217. TMNT III: The Manhattan Project
218. Yoshi
219. Yoshi's Cookie
220. Zelda II: The Adventure of Link
221. Zoda's Revenge: Star Tropics II

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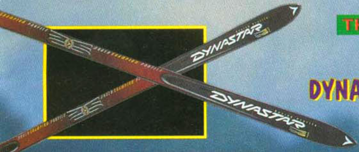

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One entry per person, please. All entries must be postmarked no later than July 1, 1994. We are not responsible for lost or misdirected mail.

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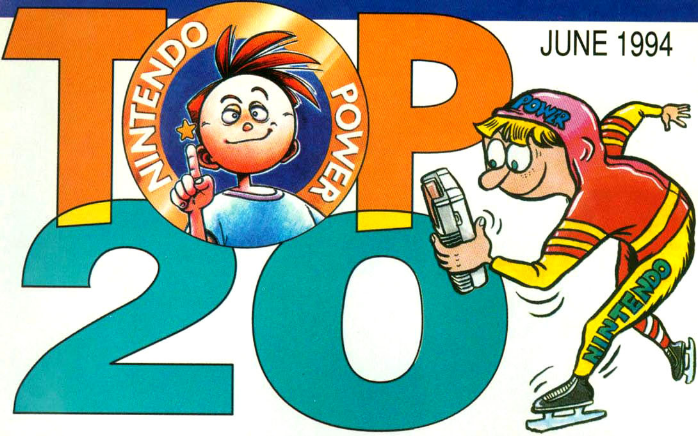


## JUNE 1994

With a huge influx of Player and Dealer votes, NBA Jam flies to the top of the Super NES chart. It also has one of the largest first place margins in the history of the Top 20. Will it hold on to first place next month with the incredible Super Metroid waiting in the wings? We'll see!

## SUPER NES

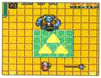
**1** 31,855 POINTS
4 MONTHS

### NBA JAM

It's here! The mighty NBA Jam has edged out all of the other games and slammed home the top spot!

**2** 13,010 POINTS
29 MONTHS

### THE LEGEND OF ZELDA: A LINK TO THE PAST



Ganon may be tough, but Link will beat him with the Master Sword every time.

**3** 10,303 POINTS
2 MONTHS

### SUPER METROID

Standing tall on the Top 20, Samus is ready to take the number one spot by force.

**4** 8,336 POINTS

### MORTAL KOMBAT

What happened? One month you're at the top, the next month NBA Jam knocks you down three spots.

**5** 7,562 POINTS

### STAR FOX

Fox McCloud is one sly dog, soaring up the charts again this month.

| | | |
|---|---|---|
| 6 | 7,082 POINTS | STREET FIGHTER II TURBO |
| 7 | 6,511 POINTS | SECRET OF MANA |
| 8 | 6,060 POINTS | KEN GRIFFEY JR. PRESENTS MLB |
| 9 | 5,579 POINTS | FINAL FANTASY II |
| 10 | 5,564 POINTS | SUPER MARIO KART |
| 11 | 5,128 POINTS | MEGA MAN X |
| 12 | 4,417 POINTS | SUPER MARIO ALL-STARS |
| 13 | 4,347 POINTS | DISNEY'S ALADDIN |
| 14 | 3,803 POINTS | SUPER EMPIRE STRIKES BACK |
| 15 | 3,478 POINTS | NHL STANLEY CUP |
| 16 | 3,253 POINTS | SIMCITY |
| 17 | 3,181 POINTS | SUPER STREET FIGHTER II TURBO |
| 18 | 3,158 POINTS | NHL HOCKEY '94 |
| 19 | 3,138 POINTS | SUPER GHOULS 'N GHOSTS |
| 20 | 3,011 POINTS | JURASSIC PARK |

## GAME BOY

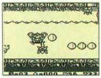
**1**
21,092 POINTS
14 MONTHS

### THE LEGEND OF ZELDA: LINK'S AWAKENING

Lost in a new land without his memory, Link faces his toughest adventure yet!

**2**
17,136 POINTS
4 MONTHS

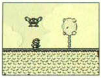
### WARIO LAND: SUPER MARIO LAND 3



Heh, heh, heh! Greed is good, or at least Wario thinks so. Grab up all the pirate treasure that you can.

**3**
11,827 POINTS
21 MONTHS

### SUPER MARIO LAND 2: 6 GOLDEN COINS



In his hast to get rich, Wario grabbed the wrong guy's castle. Mario will show him.

**4**
11,224 POINTS

### METROID II: SAMUS RETURNS

Taking on Metroids is what Samus does best. There are enough of them here to keep her going.

**5**
10,780 POINTS

### KIRBY'S DREAM LAND

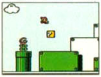
Kirby's rushing to the rescue of the wondrous Dream Land. Can he stop King Dedede?

| | | |
|---|---|---|
| 6 | 10,262 POINTS | KIRBY'S PINBALL LAND |
| 7 | 9,667 POINTS | TETRIS |
| 8 | 9,223 POINTS | SUPER MARIO LAND |
| 9 | 7,583 POINTS | MORTAL KOMBAT |
| 10 | 7,485 POINTS | TETRIS 2 |
| 11 | 7,104 POINTS | DONKEY KONG |
| 12 | 5,434 POINTS | JURASSIC PARK |
| 13 | 4,295 POINTS | MEGA MAN IV |
| 14 | 4,145 POINTS | FACEBALL 2000 |
| 15 | 4,003 POINTS | FINAL FANTASY LEGEND |
| 16 | 3,973 POINTS | DR. MARIO |
| 17 | 3,910 POINTS | TMNT: FALL OF THE FOOT CLAN |
| 18 | 3,831 POINTS | FINAL FANTASY LEGEND III |
| 19 | 3,465 POINTS | FINAL FANTASY ADVENTURE |
| 20 | 3,226 POINTS | GOLF |

## NES

**1**
12,203 POINTS
57 MONTHS

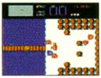
### SUPER MARIO BROS. 3



Once again the ultra-popular Super Mario Bros. 3 is back at the top of the charts.

**2**
11,698 POINTS
69 MONTHS

### THE LEGEND OF ZELDA



Hyrule's famed hero rescues the fair Princess Zelda, in his original adventure.

**3**
10,728 POINTS
5 MONTHS

### TETRIS 2

The blocks are falling, the blocks are falling! Once this game get you, you're Tetris-ized.

**4**
10,272 POINTS

### MEGA MAN VI

Everybody's favorite blue Mega-fighter is rocking the charts with his sixth adventure.

**5**
9,542 POINTS

### KIRBY'S ADVENTURE

If you liked Kirby's escapades on the Game Boy, you'll love them on the NES!

| | | |
|---|---|---|
| 6 | 9,225 POINTS | TMNT III: THE MANHATTAN PROJECT |
| 7 | 7,244 POINTS | ZODA'S REVENGE: STAR TROPICS II |
| 8 | 7,116 POINTS | METROID |
| 9 | 6,945 POINTS | FINAL FANTASY |
| 10 | 5,830 POINTS | DR. MARIO |
| 11 | 5,303 POINTS | TECMO SUPER BOWL |
| 12 | 5,240 POINTS | ZELDA II: THE ADVENTURE OF LINK |
| 13 | 4,777 POINTS | MONOPOLY |
| 14 | 4,346 POINTS | TETRIS |
| 15 | 4,318 POINTS | MEGA MAN V |
| 16 | 4,303 POINTS | VEGAS DREAM |
| 17 | 4,256 POINTS | JURASSIC PARK |
| 18 | 4,231 POINTS | SUPER MARIO BROS. 2 |
| 19 | 3,783 POINTS | BASEBALL STARS |
| 20 | 3,558 POINTS | BATTLETOADS |

# NOW PLAYING

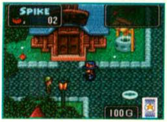
JUNE
1994

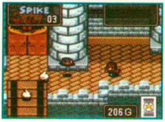
## LOOK FOR THESE RELEASES SOON

### THE TWISTED TALES OF SPIKE MCFANG

| | |
|---|---|
| **Company** | **Bullet-Proof Software** |
| **Suggested Retail Price** | **Not Available** |
| **Release Date** | **June 1994** |
| **Memory Size** | **8 Megabits** |
| **Game Type** | **Adventure for one player** |

Spike McFang is a vampire, but he isn't likely to scare innocent people or bite them on the neck. In this entertaining adventure from BPS, Spike prefers to attack his wide assortment of enemies with his cape or his hat. This is one refined vampire. His adventure tends to follow a predetermined path, but in each area, players can explore and solve puzzles as well as fight off Spike's numerous foes. If garlic just isn't your thing, read along with this month's review of Spike's Twisted Tales.





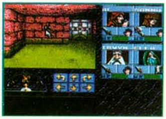
+ Good graphics, entertaining screen text and story. Some cool items like the Lightning Hat.

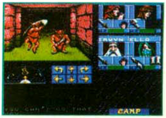
− The screen text scrolls slowly and can't be sped up. Frustrating control in some situations, such as being knocked back a screen when you throw your hat while standing along a screen edge, or passing out after too many spin attacks.

### EYE OF THE BEHOLDER

| | |
|---|---|
| **Company** | **Capcom** |
| **Suggested Retail Price** | **Not Available** |
| **Release Date** | **May 1994** |
| **Memory Size** | **8 Megabits** |
| **Game Type** | **RPG fantasy for one player** |

The classic AD&D title for the PC comes to the Super NES in a Mouse-compatible game that captures the experience and depth of the computer game. The call goes out from the Lords of Waterdeep for four champions to free their city from evil. You'll choose your champions from human, elf, dwarf, gnome and hobbit and several professions like cleric, fighter, thief and mage. The play unfolds in a first person perspective in which you find objects and fight enemies while uncovering the roots of evil that have plagued the lords.





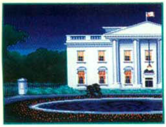
+ Great depth of play and good graphics for this type of game.

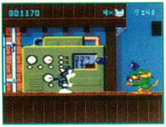
− Awkward movement and fighting control, even with the Super NES Mouse.

### SOCKS THE CAT ROCKS THE HILL

| | |
|---|---|
| **Company** | **Kaneko** |
| **Suggested Retail Price** | **Not Available** |
| **Release Date** | **June 1994** |
| **Memory Size** | **8 Megabits** |
| **Game Type** | **Action for one player** |

Socks lives at 100 Pennsylvania Ave. along with Bill and Hillary. Unlike his famous masters, Socks becomes the first Clinton with his own video game thanks to Kaneko. In the game, it seems that a group of foreign spies has nabbed the suitcase holding the nuclear button. Pretty bad news. Luckily, Socks sees the whole dastardly deed and heads off to warn the Prez. As you might imagine, all sorts of subversive mice and other deviants try to stop Socks. What you might find harder to imagine is the stage guardians. Inexplicably, these characters are based on former political figures like ex-presidents (although to protect these innocents, no names are used.) So why would an ex-president want to stop Socks on his mission of vital national interest? Go figure. The action in Socks is traditional hopping and bopping with nine lives to get it right.





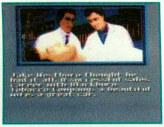
+ The attacks of the boss characters can be humorous, if not misplaced.

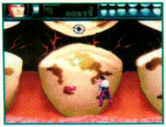
− The challenge can be fairly high, but it is mainly due to poor play control.

## REX RONAN: EXPERIMENTAL SURGEON

| | |
|---|---|
| **Company** | **Raya Systems** |
| **Suggested Retail Price** | **$59.95** |
| **Release Date** | **May 1994** |
| **Memory Size** | **4 Megabits** |
| **Game Type** | **Edutainment** |

Rex Ronan is fighting for the life of an executive from a tobacco company who is dying of lung cancer. Unfortunately for the executive, his nefarious ex-employers don't want him to get better. And to make matters worse, they've filled the poor guy full of tiny robots and explosives so that if the cancer doesn't kill him, the armaments will. So, what is a surgeon to do? Fearless Rex has himself shrunk to a tiny size to do battle with the cancer and other ill-effects of the executive's years of smoking. Of course, once he's inside, he finds that there are robots and that his job is twice as hard. This game is truly unique in that it addresses a serious health issue in a true action game. Rex is armed with a cleansing gun that blasts away dirt, disease and miniaturized mines. Any action game fan can recognize what to do. Basically, the setting inside the human body and the message to not smoke are the only elements that separate this game from standard side-scroller character action games.





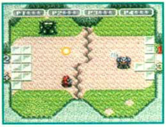
+ Good graphics and okay play control. The lessons, although often disquised, are clear enough to be caught.

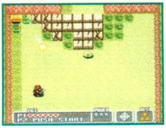
− There isn't much variety of play. Rex could go further in his effort to expose the smoking health risk.

## FIRESTRIKER

| | |
|---|---|
| **Company** | **DTMC** |
| **Suggested Retail Price** | **Not Available** |
| **Release Date** | **June 1994** |
| **Memory Size** | **8 Megabits** |
| **Game Type** | **Action with a puzzle feel for up to four players** |

In ages past, the Arch-Mage Wylde pitted the four races against each other in a competition to control the fiery Trialight. Now, to undo the damage of Wylde's evil plot, you must battle through 14 levels using the Trialight to break through stone walls and destroy enemies. In other striking action, two to four players can compete at once using a multi-player adapter. Players have the choice of two types of contests, an air hockey type match or a king-of-the-hill battle.





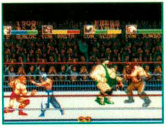
+ Great fun, especially as a multi-player game. Excellent control. Fun graphics for what is essentially a Breakout type game.

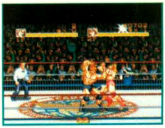
− The challenge level isn't significantly greater at higher levels.

## SATURDAY NIGHT SLAMMASTERS

| | |
|---|---|
| **Company** | **Capcom** |
| **Suggested Retail Price** | **Not Available** |
| **Release Date** | **June 1994** |
| **Memory Size** | **24 Megabits** |
| **Game Type** | **Arcade wrestling for up to four players** |

The latest craze on the arcade circuit (or one of them) has been the fast, multi-player action of Saturday Night Slam Masters, a wrestling game that looks and plays a lot like the Street Fighter II series. One of the differences is that in SlamMasters you'll have to master quickness rather than lots of specialized moves. The wrestling ring also provides a unique setting and offers wrestlers a chance to throw opponents over the ropes and grab objects from the crowd in some modes. This month, Power enters the ring to bring you the story behind the Slam.





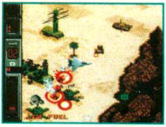
+ Good play control, graphics and animation plus fun characters. It's easy to play right off the bat. The multi-player modes turn into a real brawl.

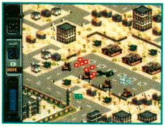
− Not as much challenge as comparative fighting games, especially in the one-player mode, but you can increase the degree of difficulty from one to eight stars. You can't leave the ring in the four-player game.

## A.S.P. AIR STRIKE PATROL

| | |
|---|---|
| **Company** | **Seta** |
| **Suggested Retail Price** | **$59.95** |
| **Release Date** | **June 1994** |
| **Memory Size** | **8 Megabits** |
| **Game Type** | **Air combat simulation for one player** |

Zarak is an aggressor nation on a gulf and it looks suspiciously like Iraq. A.S.P. will remind war gamers of Desert Strike. Once you're in the air, you'll have missiles and smart bombs at your command while the enemy has anti-aircraft units trained on you. For a full mission briefing on A.S.P., refer to this month's classified review.





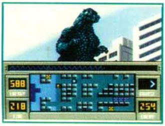
+ You'll have a wide range of missions. The entire war can vary depending upon your actions as a pilot. Realism of mission elements, graphics and sound. Battery saved memory.

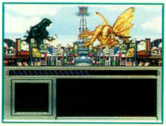
− Menu screens are very confusing. The default control is awkward, but you can customize the controls. Automatic targeting can be difficult to control.

## SUPER GODZILLA

| | |
|---|---|
| **Company** | **Toho** |
| **Suggested Retail Price** | **$69.95** |
| **Release Date** | **June 1994** |
| **Memory Size** | **12 Megabits** |
| **Game Type** | **Monster combat for one player** |

You are Godzilla, the mutant Japanese super monster who was born due to radioactive contamination. In Toho's Super Godzilla, you are no longer the villain, but the heroic friend of humanity who must stomp even more hideous mutant creatures than yourself. Unfortunately, the word doesn't seem to have gotten out to the local troops who try to waylay you with tank divisions throughout the city. The first part of each mission is a simple business of walking about the city in search of the boss while the army blasts at you. After working your way through the maze of streets, eventually you'll encounter Godzilla's rival and do battle with him. If you were smart, you would have picked up energy and other items along the way to help in the fight.





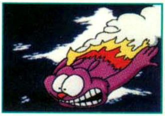
+ The graphics and sounds are close to those in a real Godzilla movie.

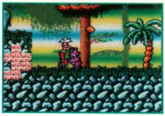
− Awkward controls and predictable enemy attacks. You can't ruin buildings. The directional control system doesn't always work with one push of the button, with the result being that you'll take extra damage crashing into buildings.

## EEK! THE CAT

| | |
|---|---|
| **Company** | **Ocean** |
| **Suggested Retail Price** | **Rental Only** |
| **Release Date** | **May 1994** |
| **Memory Size** | **8 Megabits** |
| **Game Type** | **Action game for one player** |

EEK! The Cat is not your typical tabby. For one thing, his friends include people with terrific momentum and total myopia. In other words, they never stop in spite of obvious or lurking dangers, obstacles and traps. It's up to you and Eek to race ahead, scope out the scape and then make sure that your stupid human friend doesn't wind up decorating the hood of a bus or the tusk of an elephant. How you accomplish this is by redirecting your zombie friend or throwing her up in the air to another level. The action is similar to Rocko's Modern Life–a sort of strategic navigation through a maze of perils.





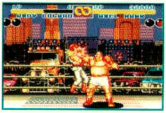
+ Unusual, but interesting graphics and music. A compelling type of game.

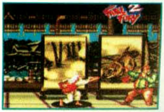
− Poor play control can make this game frustrating, but for the price of rental, it's worth a play.

## FATAL FURY 2

| | |
|---|---|
| **Company** | **Takara** |
| **Suggested Retail Price** | **$69.99** |
| **Release Date** | **June 1994** |
| **Memory Size** | **20 Megabits** |
| **Game Type** | **Tournament fighting for one or two players** |

Another classic fighting game has arrived on the Super NES looking better than ever. Takara's Fatal Fury 2 combines the complexity of Street Fighter II with a second level of depth so that characters can be in close positions or distant positions. With greater strategy and complex moves, this game appeals to the real students of fighting games. Join this month's Power lesson for some of the highlights and tips.





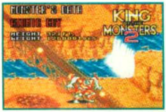
+ A third dimension of fighting. Cool new characters and moves. Diehard fight fans will eat it up.

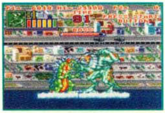
− Some character animations looked incomplete. Some special moves are particularly brutal to control.

## KING OF THE MONSTERS 2

**Company**..........Takara
**Suggested Retail Price**..........$64.99
**Release Date**..........June 1994
**Memory Size**..........16 Megabits
**Game Type**..........Fighting and crushing for one or two players

If your idea of fun is stomping on cities all over the world and fighting megalithic escapees from the Jurassic age, then Takara's King of the Monsters 2 is for you. This sequel to King of the Monsters gives you the two-monster fighting action of the original plus a one-monster scrolling action game in which you stomp across various cities, fight all sorts of mutants, and eventually face a gila monster on steroids or some other equally inhospitable local. It's the video version of a B Japanese monster movie, only you get to be the monster. If you don't like playing head-to-head against a friend or the computer, you can team up with a partner to thrash the enemy.





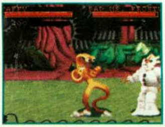
+ The theme is fun and a nice change from traditional fighting games. Good graphics and options. Fun and different.

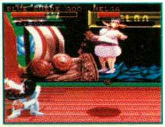
– The number of fighting moves is limited. Don't expect a Street Fighter II level of control or complexity. No tiny screaming citizens .

## CLAY FIGHTER TOURNAMENT EDITION

**Company**..........Interplay
**Suggested Retail Price**..........Not Available
**Release Date**..........June 1994
**Memory Size**..........24 Megabits
**Game Type**..........Fighting for one or two players

Mean Mr. Frosty and all the clay crew return to the Super NES on this updated version of last year's hit comic fighting game, Clay Fighter. Interplay improved the graphics in this version by including clay settings for each fighter. There are more options, as well, making the game more versatile and more fun than ever before. You can see all the changes in the Power review this month.





+ Excellent graphics, animation and sound. The tournament option gives single players more of a challenge than in the original game. There are lots of ways to customize the game including changing the colors of characters.

– Players who already have Clay Fighter may not think that the improvements are worth the extra cost. No new characters. The play, although a bit quicker, is essentially the same as in the original game.

## SUPER LOOPZ

**Company**..........Imagineer
**Suggested Retail Price**..........$54.99
**Release Date**..........June 1994
**Memory Size**..........4 Megabits
**Game Type**..........Action puzzle for one or two players

Super Loopz combines the complexities of the classic NES Pipe Dreams with the speed of Tetris or Dr. Mario for a whole new puzzle challenge. The idea is to use a variety of pipe pieces that appear randomly for building loops. A closed loop scores points and then is wiped off the screen, giving you more room. Imagineer has included arcade and puzzle modes, resulting in a depth of play that will keep puzzle fans happy and stressed for a long time. You can learn more about Super Loopz in this month's review.

Super LOOPZ
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SUPER LOOPZ
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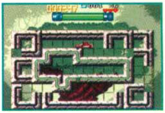


+ Good challenge in all game modes. Lots of variety of play and good replay value. Multi-player option is fast and furious.

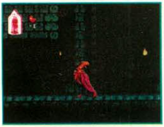
– The playing field seems cramped in the two-player modes, especially in the split screen game.

## DISNEY'S BEAUTY AND THE BEAST

**Company**..........Hudson Soft
**Suggested Retail Price**..........Not Available
**Release Date**..........June 1994
**Memory Size**..........8 Megabits
**Game Type**..........Comic action for one player

Players can relive the enchantment of one of Disney's classic animated features with Hudson's beautifully rendered action game. You play the role of the Beast, a prince who has been transformed into a hairy brute. As befits such an ogreous fellow, one of your attack moves is a mighty roar that stops enemies cold. Closely following scenes from the movie, you'll meet familiar characters and enemies as you pursue and protect Belle.

...IN A FARAWAY LAND.



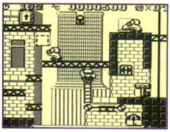
+ Don't let the rich backgrounds and detailed characters fool you, this is a challenging game that eats players for breakfast. Roaring is great–every hero should be able to roar.

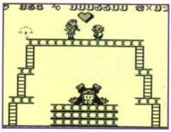
– Some of the attacks aren't logical and damage can be too severe. Horizontal jumps from a standstill are limited to one step, making for awkward and difficult situation. Hit detection is often hit and miss, which is unfortunate.

## DONKEY KONG

| | |
|---|---|
| Company | Nintendo |
| Suggested Retail Price | $29.99 |
| Release Date | June 1994 |
| Memory Size | 4 Megabits |
| Game Type | Super Game Boy action for one player |

The first game designed with color palettes for the Super Game Boy was inspired by one of the first ever video game hits, Donkey Kong. Favorite Nintendo hero, Mario, must grab the key and make his way through a vertical maze construction site to unlock the door and move on. His goal is to rescue Pauline who has been "apenapped" by Donkey Kong. In this new version, however, the construction site is just the beginning and the dozens of levels quickly become very complex. If you want to learn more about how you can outwit this 800 pound gorilla, turn to this month's review.





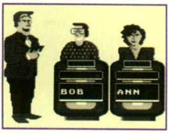
+ The classic has returned, and it's much bigger with dozens of new levels. With the Super Game Boy color palette, this game will look great on either your Game Boy or Super NES. Challenging and fun.

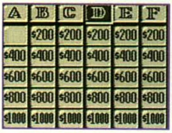
− The play control is styled after the arcade games, not the Super Mario Bros., so it can be confusing at first.

## JEOPARDY SPORTS EDITION

| | |
|---|---|
| Company | Gametek |
| Suggested Retail Price | Not Available |
| Release Date | June 1994 |
| Memory Size | 1 Megabit |
| Game Type | Sports quiz for one or two fans |

In last month's Sports Scene, Power covered the Super NES version of Jeopardy Sports and found it to be a real mindbender. The Game Boy version is just as tough, but it's portable, giving it the added advantage of being able to drive you nuts on the road. Another advantage of the Game Boy version is that with the Super Game Boy, you get the best of both worlds in this game. You can even Game Link to play against another traveler if you want.





| A | B | C | D | E | F |
|---|---|---|---|---|---|
| | $200 | $200 | $200 | $200 | $200 |
| $400 | $400 | $400 | $400 | $400 | $400 |
| $600 | $600 | $600 | $600 | $600 | $600 |
| $800 | $800 | $800 | $800 | $800 | $800 |
| $1000 | $1000 | $1000 | $1000 | $1000 | $1000 |

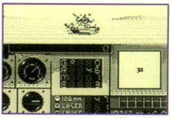
+ Very challenging. Easy to use. With Super Game Boy, it's an even better choice than the Super NES version.

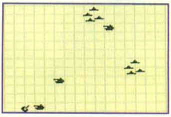
− This game could be frustrating for some players.

## SUPER BATTLETANK

| | |
|---|---|
| Company | Absolute |
| Suggested Retail Price | $27.95 |
| Release Date | April 1994 |
| Memory Size | 1 Megabit |
| Game Type | Combat simulation for one player |

Return to the Gulf War with Absolute's strategic action sim that puts you in command of a U.S. battletank. During increasingly difficult missions, you must seek out the enemy targets like SCUD launchers and tank units and blow them away with shells and your machine gun. Two views reveal the face of battle: one view looks out from the tank itself while the other shows your tank moving over a map. Your targets appear on the map and you'll find that it speeds things up if you navigate on this screen until you are close to the enemy. Once you come within range, you'll have to maneuver at high speed while aiming and firing your shells and missiles. This Game Boy adaptation of the Super NES game contains most of the original elements.





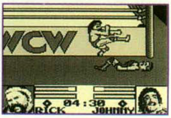
+ Realistic graphics and feel, but you can crank the speed so high that it seems unrealistically fast.

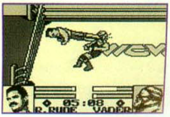
− Mobile enemy units disappear from the screen too quickly. Speeds seem unrealistically high for enemies and their maneuverabilty seems too great. Not enough variety in the actual execution of missions.

## WCW WRESTLING: THE MAIN EVENT

| | |
|---|---|
| Company | FCI |
| Suggested Retail Price | Not Available |
| Release Date | March 1994 |
| Memory Size | 1 Megabit |
| Game Type | Wrestling for one or two players |

Nine WCW super stars have been thrown into the ring for a battle royale, elimination tournament. You can also play one-on-one against a Game Linked opponent. Each of the wrestlers has basic moves that include being able to climb the turnbuckles and throw eight basic moves plus one unique super move that only your wrestler can throw.





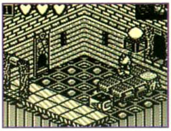
+ Good graphics and cool wrestlers. The Game Link option makes for the most fun.

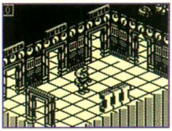
− Poor sound and low challenge.

## MONSTER MAX

| | |
|---|---|
| Company | Titus |
| Suggested Retail Price | $29.99 |
| Release Date | June 1994 |
| Memory Size | 2 Megabits |
| Game Type | Action for one player |

Max the rock 'n roll monster must save the world from Krond in this action game from Titus. Obstacles and enemies stand in his way, but helpful items can be found scattered throughout the three areas and nine levels. This month's Power review profiles the teen monster who would be a star.





+ A very challenging game. Fun theme.

− The graphics, in places, are too dense, making it difficult to judge Max's movements.

| SUPER NES TITLE | COMPANY | PLAY INFO | POWER METER RATINGS G | P | C | T | GAME TYPE |
|---|---|---|---|---|---|---|---|
| A.S.P. AIR STRIKE PATROL | SETA | 1P/BATT | 3.5 | 2.6 | 3.8 | 3.4 | STRATEGY |
| CLAY FIGHTER TOURNAMENT EDITION | INTERPLAY | 2P-S | 4.3 | 3.7 | 3.6 | 3.5 | FIGHTING |
| DISNEY'S BEAUTY & THE BEAST | HUDSON SOFT | 1P | 3.6 | 3.0 | 3.8 | 3.4 | ACTION |
| EEK! THE CAT | OCEAN | 1P | 3.4 | 2.6 | 3.3 | 3.2 | ACTION |
| EYE OF THE BEHOLDER | CAPCOM | 1P/BATT | 3.2 | 2.4 | 3.4 | 3.3 | RPG |
| FATAL FURY 2 | TAKARA | 2P-S | 3.7 | 3.6 | 3.6 | 3.1 | FIGHTING |
| FIRESTRIKER | DTMC | 4P-S | 3.3 | 3.3 | 3.5 | 3.5 | ACTION |
| KING OF THE MONSTERS 2 | TAKARA | 2P-S | 3.3 | 2.9 | 3.4 | 3.1 | ACTION |
| REX RONAN: EXPERIMENTAL SURGEON | RAYA SYSTEMS | 1P | 3.3 | 2.6 | 3.1 | 3.8 | EDUTAINMENT |
| SATURDAY NIGHT SLAMMASTERS | CAPCOM | 4P-S | 3.7 | 3.3 | 3.6 | 3.3 | WRESTLING |
| SOCKS THE CAT ROCKS THE HILL | KANEKO | 1P | 3.2 | 3.1 | 3.4 | 3.1 | ACTION |
| SUPER GODZILLA | TOHO | 1P | 3.5 | 2.5 | 2.9 | 3.4 | ACTION |
| SUPER LOOPZ | IMAGINEER | 2P-S | 3.2 | 3.4 | 3.7 | 3.4 | PUZZLE ACTION |
| THE TWISTED TALES OF SPIKE McFANG | BULLET-PROOF | 1P/BATT | 3.7 | 3.3 | 3.5 | 3.6 | ADVENTURE |

| GAME BOY TITLE | COMPANY | PLAY INFO | POWER METER RATINGS G | P | C | T | GAME TYPE |
|---|---|---|---|---|---|---|---|
| DONKEY KONG | NINTENDO | 1P/BATT | 3.8 | 4.1 | 4.2 | 4.3 | ACTION |
| JEOPARDY SPORTS EDITION | GAMETEK | 2P-S | 3.2 | 3.0 | 3.2 | 3.0 | GAME SHOW |
| MONSTER MAX | TITUS | 1P/PASS | 3.4 | 2.8 | 3.3 | 3.8 | PUZZLE ACTION |
| SUPER BATTLETANK | ABSOLUTE | 1P | 3.0 | 2.8 | 3.3 | 3.0 | ACTION |
| WCW WRESTLING: THE MAIN EVENT | FCI | 2P-S | 2.8 | 2.8 | 2.6 | 2.6 | WRESTLING |

## CHART KEY

You can get the most out of your game chart by understanding the categories. Title, Company and game type are self explanatory. Use this Key to understand Play info and the valuable Power Meter ratings.

### PLAY INFO

Games are made to be played with as many as eight players. Some also employ a battery or password to save game play data.

**#P = NUMBER OF PLAYERS**
**S = SIMULTANEOUS**
**A = ALTERNATING**
**BATT = BATTERY**
**PASS = PASSWORD**

### POWER METER

The Pros at Nintendo HQ rate each new game. Ratings are from 1 (poor) to 5 (excellent) in four different categories.

**G = GRAPHICS AND SOUND**
**P = PLAY CONTROL**
**C = CHALLENGE**
**T = THEME AND FUN**

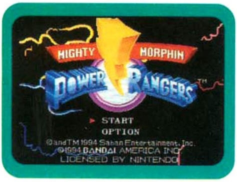
NINTENDO POWER

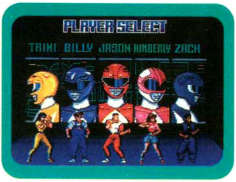
# A LOOK INTO THE GAMES OF THE FUTURE

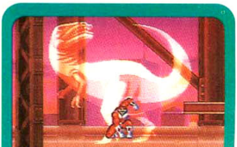
# PAK WATCH

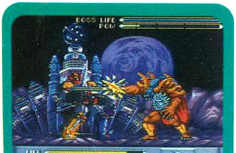
## MIGHTY MORPHIN POWER RANGERS BANDAI

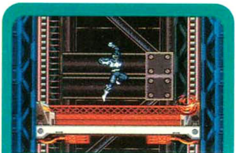
Bandai has been keeping their hottest property under wraps for months, but not anymore. Give a big Pak Watch welcome to Mighty Morphin Power Rangers for the Super NES. These mighty heroes of cosmic justice will be showing up in the stores this fall, and they'll be standing tall and looking good if these shots of the game, while still in development, are any indication. The five Rangers battle their way through a super variety of side-scrolling scenes and past Rita Repulsa's awesome stage-end guardians like Bones from the television show. Of course, only one ranger powers through any given stage at a time, but you get to choose which hero to use – a feature that means the game will have a lot of replay value. Our Pak Source at Bandai told us that the 16 megabit game has more than 8 megabits worth of animation. All that movement is necessary because the characters use weapons and special fighting moves, and in some of the seven stages they have to use special moves like swinging hand-over-hand. If all this sounds great, it will sound even better when you consider that Bandai plans to include the original music, sound effects and even some voice samples from the hit TV show. Bandai also reports that a Game Boy version is in development, which we hope to show you soon.

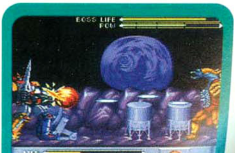

MIGHTY MORPHIN
POWER RANGERS
▸ START
OPTION
© and TM 1994 Saban Entertainment, Inc.
©1994 BANDAI AMERICA INC.
LICENSED BY NINTENDO


PLAYER SELECT
TRINI BILLY JASON KIMBERLY ZACH




BOSS LIFE
POW
LIFE
POW

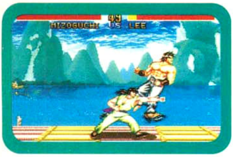


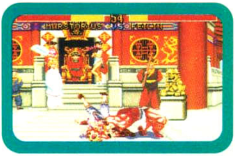

BOSS LIFE
POW
LIFE
POW

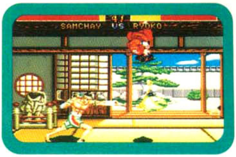
## FIGHTER'S HISTORY

**DATA EAST**

After a court battle that saw Capcom lose its bid to keep Fighter's History out of the market, Data East is moving ahead with its fighting tournament game for the Super NES. The lawsuit from Capcom claimed that FH was substantially a ripoff of their Street Fighter II games. The judge did not agree. Your Pak Judge noted that FH has as many differences from SF II as most of the other fighting tournament games. Don't expect any radical differences, though. The characters, backgrounds and animations look different from SF II, but the game play uses the now-standard control sequences that Capcom pioneered.



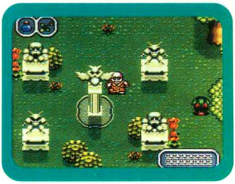


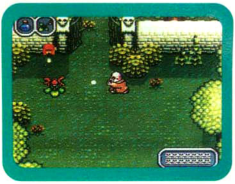


## ADDAMS FAMILY VALUES

**OCEAN**

Uncle Festor showed up at Pak Watch Central to give us an early look at Addams Family Values, the Super NES game based on the movie of the same name. Unlike most previous Addams Family games, Family Values presents an overhead view with characters moving about in outdoor areas, interiors and secret rooms much like a Zelda game. Ocean describes the action as an adventure RPG starring Uncle Festor.

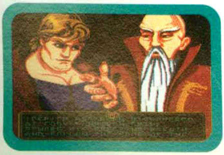


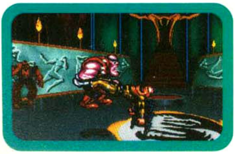


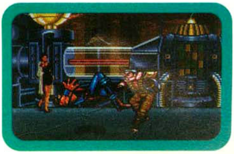
## DOUBLE DRAGON V: THE SHADOW FALLS

**OCEAN**

Billy and Jimmy Lee returned to the Pak Watch desk in a whole new format, at least for them. This time around, the fighting Lees, or Double Dragons, find themselves in a tournament street fighting game. The characters include the Lees, Icepick, the Shadow Master, Bones, Sickle, Blade, Trigger Happy, Count Down, Dominique, Sekka and Jawbreaker with his awesome tongue attack. This Pak Attacker thought the best part of the game was the wild characters and their even wilder attack moves. Many of the characters have a weapon, giving the game less of a martial arts feel than some games, but the special moves are very athletic. One variation you won't find on other fighting games is the setup option that allows you to customize any fighter in three categories: Strength, Defense and Special. With nine points to work with, you can choose to put up to five points in any of the three categories. Play options include the Tournament, VS Battle, Quest Mode and a Battle Demo. In the Quest Mode, you are trying to join the Shadow Master by proving your fighting skill and defeating his minions. This one or two-player game should show up in a month or two.



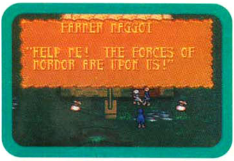




## LORD OR THE RINGS, VOL. 1

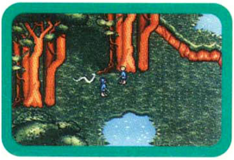
**INTERPLAY**

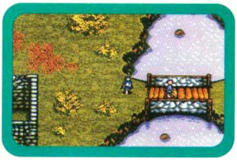
The final version of this long-awaited adventure game has finally arrived from MiddleEarth (a.k.a. Interplay) and fantasy adventure gamers will be pleased to hear it. And hear it they will, because Lord of the Rings, Vol. 1 has quite possibly the richest sound effects and music of any video game to date. The scenery is also beautiful, and in spite of the small size of the hobbit characters on the screen, the animation is very good. The game definitely falls into the adventure category. Exploring, fighting and learning clues through character conversations are all a part of Frodo s mission to take the ruling ring to Rivendell. Although there are small story changes from the Tolkien classic trilogy, the nature of the adventure is well-preserved and the atmosphere is truly Tolkienesque. All your favorite characters appear, including Frodo, Bilbo, Sam, Pippin, Merry, Gandalf and Aragorn, and of course the Nazgul from Mordor. If all this isn't enough to set you on the road to mystery and adventure, maybe you should consider taking some friends along, because Lord of the Rings is also a multi-player game. You can even use the Super NES Mouse to control characters.

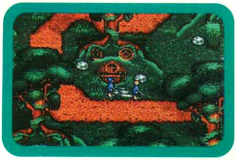


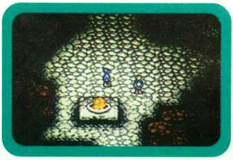
FARMER MAGGOT

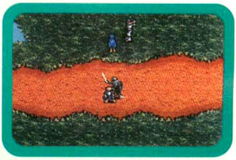
"HELP ME! THE FORCES OF MORDOR ARE UPON US!"







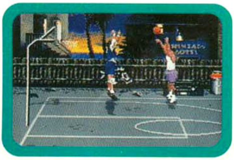


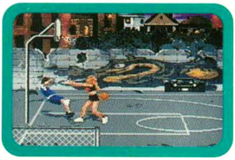


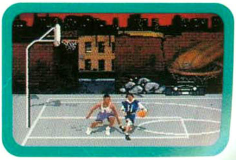
## JAMMIT!

**VIRGIN GAMES**

Basketball may never be the same once Virgin's Jammit! hits the streets. This is a highstakes, trash-talking brand of schoolyard ball for one or two players. In the one-player game, you start out with $300. Bet some or all of it on each of the eight levels of games, beginning with a One-on-One game to 21. Four street players can be chosen: Roxy, Chill, Slade, and later, Judge, each with the same basic moves, and they can play on one of three home courts. The games range from standard run and jam contests to intense games like Frenzy in which you can only score when you sink a basket from the location of a moving X. If you feel confident, raise the stakes. Your bankroll will get pretty fat after a few wins. Other features of Jammit! include a Trash Talking control with which you can choose the amount of verbal slamming that takes place on the court. This may not be the eternal jamnation you've come to expect from NBA Jam, but some of these street games are hot enough (especially in two-player mode) to make you sweat. Jammit! should appear by the end of the summer.



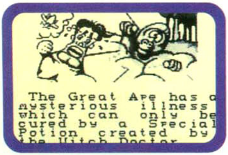


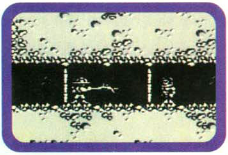


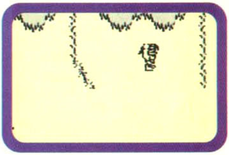
## TARZAN

**GAMETEK**

More jungle adventure arrived from deepest Africa in the form of Gametek's Tarzan for Game Boy. Your Pak Apeman girded his loin cloth and leaped for the vines. What he found was a surprisingly large game with lots of areas to explore in each level. Instead of a single course that takes you from point A to point B, Tarzan features free movement on the ground, in the trees, and down in caves where you look for items and defend Lord Greystoke from all manner of jungle perils. Although the game is based on the classic Tarzan novels of Edgar Rice Borroughs, don't expect much storytelling. There's far too much action here.


The Great Ape has a
mysterious illness
which can only be
cured by a Special
Potion created by
the Witch Doctor

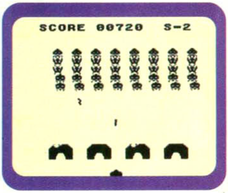


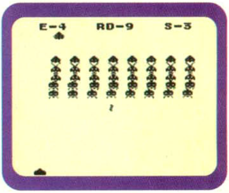


## SPACE INVADERS

**TAITO**

Another classic arcade game comes to Game Boy thanks to Taito, this time in the form of Game Boy Space Invaders. This early video game used the simple premise of pitting slowly advancing ranks of aliens against a player with a tank that moves laterally at the bottom of the screen. Although the graphics seem simple by today's standards, the game itself remains as fun and as captivating as ever. This version also has a two-player Game Link mode that doubles the fun.

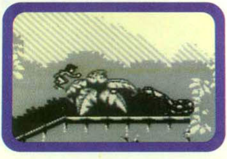


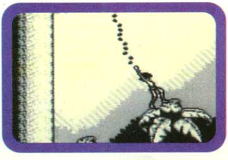


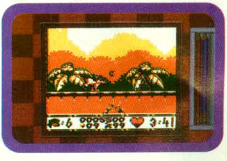
## DISNEY'S JUNGLE BOOK

**VIRGIN GAMES**

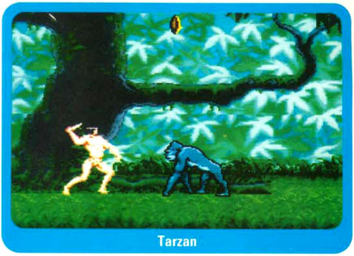
Jungle Book looked great on the NES and is looking even better on the Super NES, but it's also on its way for Game Boy in a solid translation of the NES version. Some of the enemies may be a bit easier to beat in the Game Boy Jungle Book, but most of the rest of the game is very similar to its predecessor, including Mowgli's many moves and the wonderful variety of the stages that include riding on the backs of the Dawn Patrol, cruising down the river with Baloo and swinging through the vines of the jungle at night. With excellent control and graphics, the game has lots to offer. It also looks super on the Super Game Boy, although it doesn't have specially programmed palettes for that new system. The music is also exceptional with renditions of Bear Necessities and other hits. All three versions of the game, including the NES version already reviewed this year, should appear in July, so start saving your bananas right now.







# PAK WATCH UPDATE



Tarzan

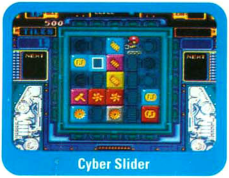
Acclaim announced that they bought the rights to **Williams**'s upcoming *World Wrestling Federation* coin-op game, which they expect to be another blockbuster like *NBA Jam* and *Mortal Kombat*. You can be the judge this fall when it is installed in arcades around the country. And what about *Mortal Kombat 2*? Acclaim isn't willing to say yet what will or won't be included in the Super NES version, but you can bet your Babality moves that it will be the best looking and playing port of all. They hope to have the hot arcade fighter ready for an August or September release. Acclaim also announced that they are acquiring Voyager Communications, the publisher of Valiant Comics, which in its four years of existence has grown to be the third largest comic publisher in the U.S. Although Acclaim hasn't revealed any specific plans to make Ninjak or Turok games, they'll have a whole lot of possibilities.

**Electronic Arts** and **Brodurbund** have joined forces in a move that combines two of the oldest and most prolific software developers. Brodurbund brings a wealth of talent in the education-edutainment field. Maybe we'll see Madden and Walsh paks that teach good blocking schemes. EA also made the news by selling to **T*HQ** the 8-bit video game rights to some of its hottest licenses including the upcoming Madden '95. T*HQ also reported that they might pickup certain 16-bit licenses from EA.

The puzzle-masters at **Bullet-Proof Software** have been working overtime on two Super NES games. In addition to *Wild Snakes*, which Pak Watch has already featured, BPS is also working on *CyberSlider*. In this puzzler, you control a little robot who pushes blocks about a grid. The idea is to match blocks by color or symbol. A matched sequence of three or more blocks will vanish and earn you points. There is also a two-player vs. mode in which you go head-to-head.

*Radical Rex* from **Activision** rolled into view recently, featuring a cartoony dinosaur who avoids extinction from the perilous perch of a skateboard. Although the idea may sound uncomfortably close to We're Back, the dino flop of '93, Rex has more going for him, including a variety of game play that includes very fast, cool moves.

**Gametek**'s *Tarzan* for the Super NES swung in for a sneak peek the other day and, even though the game itself was still fairly early in development, some quality graphics and game design ideas were showing through. In this scrolling action game based on the classic tales by Edgar Rice Borroughs, Tarzan of the Apes meets and beats jungle beasts, native gnomes and pirates on a ship off the coast. The whole thing, from racing through an ancient temple to



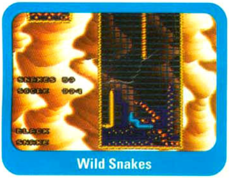
Cyber Slider

OH NO! THOSE WERE MEMBERS OF THE CAR ACROBATIC TEAM.

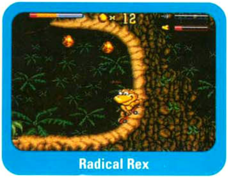
Speed Racer

64900
01
PUSH START

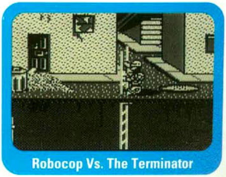
Sonic Blastman 2



Wild Snakes



Radical Rex



Robocop Vs. The Terminator

swimming stealthily out to the ship, has a linear, story book feel that seems right for the theme.

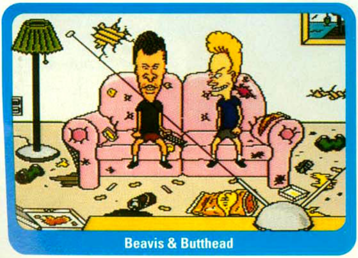
**Accolade**'s *Speed Racer* took a recent pit stop at the Pak Watch International Raceway. The cartoon character gets into plenty of scrapes both on and off the course in this game, which is due later this summer. The return of another comic-book type hero is set for September when *Sonic Blastman 2* is released from **Taito**. Expect more great animation in this scrolling fighter. *Robocop Vs. The Terminator* takes to the small screen in **Interplay**'s comic action game due out later this summer. In this Game Boy scrolling action game, you step into Robocop's shoes and body armor to hunt down the Terminator and make the streets safe for democracy.

**Tradewest**, which was recently purchased by the coin-op king, Williams, has a couple of projects cooking down in Texas. *Troy Aikman NFL Football* was looking hot when your Pak QB last tossed it around, but the game isn't expected to be released until late August or September. Even further down the line is a NASCAR racing game featuring Kyle Petty. Don't expect this one until '95.

Ending years of legal disputes, **Nintendo** and **Atari** reached a settlement this spring that will allow for **Tengen Inc.** to once again become a licensee for Nintendo's game systems. Before the lawsuits, Tengen produced games like *Gauntlet* and *R.B.I. Baseball* for the NES.

The Street Fighter II movie, *Street Fighter: The Battle For Shadowloo* is being filmed in exotic locales such as Australia and Thailand for an expected release during the holiday movie season this December. Starring as Guile will be the ultimate Hollywood warrior himself, Jean Claude Van Damme.

*Beavis & Butthead* stopped by the Pak Watch desk for a quick pick and belch the other day. **Viacom**'s popular pair will star in their own Super NES game this fall featuring rude noises, gestures and pranks. To get into the Gwar concert, the guys have to think up the most outrageous stunts around. You can switch between Beavis and Butthead as you play. Our sources at Viacom told us that Mike Judge, who is the voice of both B & B, will be adding his lung power to the game. Viacom's Guts is also on the way to the Super NES, featuring rotoscoped figures partaking in five events that include the obstacle course and Agro Crag.



Beavis & Butthead

# FUTURE GAMES FOR THE

## SUPER NES

| Name | Approximate Release |
|---|---|
| An American Tale: Fievel Goes West | Summer '94 |
| Battletech | Fall '94 |
| Beavis And Butthead | Fall '94 |
| Beauty And The Beast | Summer '94 |
| Blackthorne | Summer '94 |
| Breath Of Fire | Summer '94 |
| Bubsy 2 | Fall '94 |
| Captain Commando | Fall '94 |
| Clay Fighter Tournament Edition | Summer '94 |
| Crazy Chase | Fall '94 |
| Demon's Crest | Fall '94 |
| Double Dragon Ⅴ: The Shadow Falls | Fall '94 |
| Dragon View | Summer '94 |
| FIFA International Soccer | Summer '94 |
| Final Fantasy Ⅲ | Fall '94 |
| Final Fight Guy | Summer '94 |
| FireTeam Rogue | Fall '94 |
| Future Zone | Fall '94 |
| G2 | Fall '94 |
| Impossible Mission 2025 | Summer '94 |
| Jammit! | Summer '94 |
| Juggernauts | Fall '94 |
| Jungle Book | Summer '94 |
| Knights of Justice | Fall '94 |
| Liberty or Death | Summer '94 |
| Lord of the Rings | Summer '94 |
| NFL Quarterback Club | Fall '94 |
| Operation Europe | Summer '94 |
| Pocky & Rocky 2 | Summer '94 |
| Rise Of The Robots | Summer '94 |
| seaQuest DSV | Fall '94 |
| Socks The Cat Rocks The Hill | Summer '94 |
| Spectre | Summer '94 |
| Speedy Gonzalez | Summer '94 |
| Stunt Race FX | Summer '94 |
| Super Adventure Island Ⅱ | Summer '94 |
| Super Bomberman Ⅱ | Fall '94 |
| Super Pitfall | Fall '94 |
| Super Street Fighter Ⅱ | Summer '94 |
| Tarzan | Fall '94 |
| The Death And Return Of Superman | Fall '94 |
| Vortex | Fall '94 |
| WorldCup USA 94 | Summer '94 |

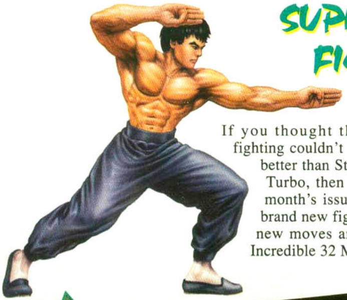
## GAME BOY

| | |
|---|---|
| John Madden Football | Summer '94 |
| Itchy & Scratchy: Miniature Golf Madness | Summer '94 |
| Monster Max | Summer '94 |
| seaQuest DSV | Fall '94 |

# NEXT ISSUE

## Coming in July, Volume 62

## SUPER STREET FIGHTER II



If you thought that the fighting couldn't get any better than Street Fighter II Turbo, then just wait for next month's issue. Super Street Fighter II brings four brand new fighters to the arena, complete with hot new moves and fighting styles. Don't miss this Incredible 32 Meg game!

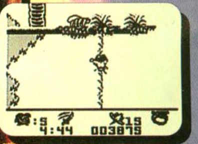
## Secret of Mana Special

Next month's special article is the first of a series revealing all the tricks in the great adventure game Secret of Mana. If you've had any trouble finishing this game, then this twelve page spectacular is for you!

**SUMMER CES PREVIEW**

## MORE HOT TITLES

**Double Dragon V**
**Breath of Fire**
**Jungle Book**
**Tarzan**



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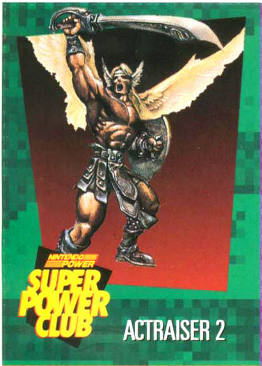
CEPTEK
RED
DRAGON
TEA

# POWER CHALLENGE TRADING CARDS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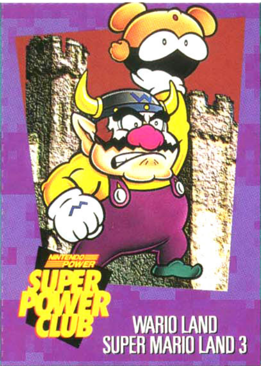
SUPER POWER CLUB
ACTRAISER 2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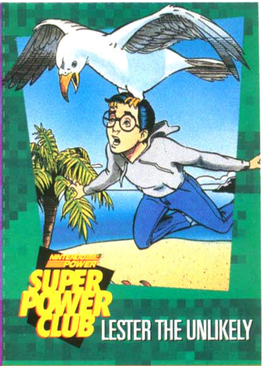
SUPER POWER CLUB
WARIO LAND
SUPER MARIO LAND 3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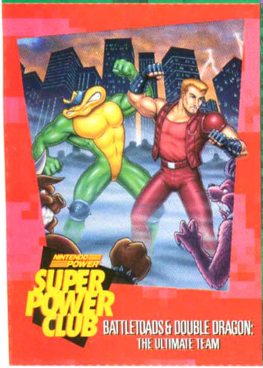
SUPER POWER CLUB
LESTER THE UNLIKELY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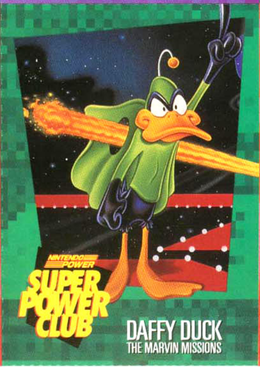
SUPER POWER CLUB
BATTLETOADS & DOUBLE DRAGON:
THE ULTIMATE TEAM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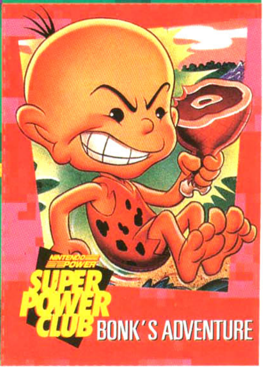
SUPER POWER CLUB
DAFFY DUCK
THE MARVIN MISSIONS


NINTENDO POWER
SUPER POWER CLUB
BONK'S ADVENTURE

# POWER CHALLENGE TRADING CARDS

## POWER CARD #116

### LESTER THE UNLIKELY™

**DESCRIPTION** *With his favorite comic in hand, Lester takes a long walk off a short pier. He falls asleep in the wrong place and soon finds himself on a doomed freighter headed for a desert island. Can you rescue the island king and get Lester off the island?*

**CHALLENGE** *Without using a single Continue, how far can you go?*

Novice: *Stage 3: The Totem Poles*
Intermediate: *Stage 7: The Jungle*
Pro: *Stage 12: The Docks*

***SYSTEM:*** *Super NES*
***GAME TYPE:*** *Adventure*
***# OF PLAYERS:*** *1*
***RELEASED:*** *12/93*
***COMPANY:*** *DTMC™*

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## POWER CARD #129

### WARIO LAND® SUPER MARIO LAND 3®

**DESCRIPTION** *Wario's back and he wants a castle of his own! All he needs is money, and lots of it. He's getting it the old fashioned way, swiping it from pirates! Work through forty levels and get as much money and treasure as you can to buy the best castle in the world.*

**CHALLENGE** *How much treasure can you collect when you finish the game?*

Novice: *10 Treasures*
Intermediate: *15 Treasures*
Pro: *20 Treasures*

***SYSTEM:*** *Game Boy*
***GAME TYPE:*** *Action/Adventure*
***# OF PLAYERS:*** *1*
***RELEASED:*** *3/94*
***COMPANY:*** *Nintendo*

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## POWER CARD #107

### ACTRAISER 2™

**DESCRIPTION** *After Tanzra was defeated, his evil minions spent several thousands of years bringing him back to life. All he wants is his revenge on you and your people. There are seven stages, named after human vices, to fight through in your quest to put Tanzra to rest forever.*

**CHALLENGE** *Can you finish these stages using only one life?*

Novice: *MFCL SYMC MSXF* *(Easy)*
Intermediate: *MFCL SYMX WKID* *(Med)*
Pro: *MFCL SYMX FJSD* *(Hard)*

***SYSTEM:*** *Super NES*
***GAME TYPE:*** *Action*
***# OF PLAYERS:*** *1*
***RELEASED:*** *11/93*
***COMPANY:*** *Enix*

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## POWER CARD #127

### BONK'S ADVENTURE®

**DESCRIPTION** *The boy with the head of stone has returned! You must search through dangerous Dinosaur Land to rescue the Moon Princess from King Drool. There are bad guys everywhere who want to knock heads with Bonk, so remember that his head is the best weapon you have.*

**CHALLENGE** *How many faces can you finish Level One with?*

Novice: *7*
Intermediate: *12*
Pro: *20*

***SYSTEM:*** *NES*
***GAME TYPE:*** *Action*
***# OF PLAYERS:*** *2*
***RELEASED:*** *4/94*
***COMPANY:*** *Hudson Soft*

™ & © 1993 Hudson Soft USA

## POWER CARD #114

### DAFFY DUCK™ THE MARVIN MISSIONS

**DESCRIPTION** *It's up to Daffy Duck to save the galaxy from Marvin the Martian. The graphics in this game come straight from the cartoon series. There are loads of weapons and special items to find, as well as loads of enemies to fight. Save the universe and have fun doing it. Good luck!*

**CHALLENGE** *Can you get through the end of 20,000 Martians Under the Sea without using:*

Novice: *A Continue Gem*
Intermediate: *The Freeze Gun*
Pro: *More than one life*

***SYSTEM:*** *Super NES*
***GAME TYPE:*** *Comic Action*
***# OF PLAYERS:*** *1*
***RELEASED:*** *11/93*
***COMPANY:*** *Sunsoft®*

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## POWER CARD #91

### BATTLETOADS™ & DOUBLE DRAGON: THE ULTIMATE TEAM

**DESCRIPTION** *The Dark Queen and the Shadow Boss have teamed up in a vile plot of world domination. Can you stop them with the combined forces of the Battletoads and the Double Dragon twins, Billy and Jimmy Lee? You must destroy the Colossus and make sure these diabolical plans are ruined!*

**CHALLENGE** *With what character can you beat the Stage 1-2 Mini Boss, without losing a player?*

Novice: *Rash*
Intermediate: *Billy*
Pro: *Zitz*

***SYSTEM:*** *NES*
***GAME TYPE:*** *Street Fighting Action*
***# OF PLAYERS:*** *2*
***RELEASED:*** *5/93*
***COMPANY:*** *Tradewest*

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# BACK ISSUES

**These Nintendo Power issues are available individually. Add them to your collection! They contain these exciting reviews:**

**Volume 45 (Feb. '93):** Cybernator, Pugsley's Scavenger Hunt, Wing Commander, Jeopardy (Super NES), Aerobiz, Zen Intergalactic Ninja, Bomberman II, Eon Man, Darkwing Duck (Game Boy), Alien³ (Game Boy), The Ren & Stimpy Show, Rampart (Game Boy), The Little Mermaid (Game Boy).
**Volume 46 (Mar. '93):** Star Fox, Super Strike Eagle, Super Conflict, Wayne's World, Tiny Toon Adventures: Buster Busts Loose, King Arthur's World, Adventure Island 2 (Game Boy), Milon's Secret Castle (Game Boy), Krusty's Fun House (Game Boy), The Empire Strikes Back (Game Boy), Alien³ (NES), Dragon Warrior IV, Mickey's Safari in Letterland, Widget.
**Volume 47 (Apr. '93):** Star Fox, Mech Warrior, Pocky & Rocky, SimEarth, Congo's Caper, Super Black Bass, Super NES Fighting Games, Kid Dracula, Joe & Mac (Game Boy), Top Rank Tennis, The New Chessmaster, DuckTales 2, Yoshi's Cookie, Kid Klown in Night Mayor World.
**Volume 48 (May. '93):** The Lost Vikings, Shadowrun, Batman Returns, The Legend of Zelda: Link's Awakening, Zen Intergalactic Ninja (Game Boy), Ring Rage, Great Greed, Kirby's Adventure, Incredible Crash Dummies (NES), Super Turrican.
**Volume 49 (June '93):** B.O.B., Taz-mania, Super Casino Games, Yoshi's Cookie, Battletoads in Battlemaniacs, Battletoads in Ragnarok's World, Bubble Bobble 2 (Game Boy), Titus the Fox, Raging Fighter, Battletoads and Double Dragon, Fire 'n' Ice.
**Volume 50 (July '93):** WWF Royal Rumble, Run Saber, E.V.O. The Search for Eden, Edutainment Games, Bubsy in Claws Encounters of the Furred Kind, The Legend of Zelda: Link's Awakening, Gargoyle's Quest II (Game Boy), T2: The Arcade Game, The Addams Family—Pugsley's Scavenger Hunt (NES), Mighty Final Fight, Bubble Bobble 2 (NES)
**Volume 51 (Aug. '93):** Street Fighter II Turbo, Zombies Ate My Neighbors, Alien³ (Super NES), Goof Troop, Nigel Mansell's World Championship, Speedy Gonzalez, Star Trek: The Next Generation, 4-in-1 Funpak Vol. II, Jurassic Park(NES), King's Quest V.
**Volume 52 (Sept. '93):** Final Fight 2, The Seventh Saga, Super Mario All-Stars, Rock 'N' Roll Racing, Family Feud, Final Fantasy Legend III, Felix the Cat (Game Boy), Pinball Dreams, Indiana Jones & The Last Crusade, Cartoon Workshop.
**Volume 53 (Oct. '93):** Super Empire Strikes Back, Mortal Kombat, Super Bomberman, Plok, Cool Spot, Pac-Attack, Wing Commander: The Secret Missions, Mortal Kombat (Game Boy), Sports Illustrated Championship, Jurassic Park (Game Boy), WWF King of the Ring, Lemmings (Game Boy), Battleship (NES), The Flintstones—The Surprise at Dinosaurs Peak.
**Volume 54 (Nov. '93):** The Secret of Mana, Super NES Sports, SimAnt, Aero the Acro-Bat, Jurassic Park (Super NES), ActRaiser 2, Ultima: Runes of Virtue II, Kirby's Pinball Land, Gear Works, T.M.N.T. Tournament Fighter (NES), Pac-Man/Ms. Pac-Man.
**Volume 55 (Dec. '93):** Disney's Aladdin, Clay Fighter, NHL Stanley Cup, Daffy Duck: The Marvin Missions, Battle Cars, Super Scope Roundup, Tom & Jerry: Frantic Antics, Mega Man IV (Game Boy), Mega Man VI (NES), Tetris 2.
**Volume 56 (Jan. '94):** Mega Man X, Flashback, Claymates, Soldiers of Fortune, T.M.N.T. Tournament Fighters, Battletoads & Double Dragon The Ultimate Team, Batman: The Animated Series, T.M.N.T. III: Radical Rescue, Tetris 2 (Game Boy), Disney's Chip 'N' Dale Rescue Rangers 2.
**Volume 57 (Feb. '94):** Bugs Bunny Rabbit Rampage, Young Merlin, Skyblazer, Inspector Gadget, The Sports Scene, Lester the Unlikely, Choplifter III, Spider-Man & The X-Men in Arcade's Revenge (Game Boy), The Simpsons: Bart & The Beanstalk, Zoda's Revenge: Star Tropics II.
**Volume 58 (Mar. '94):** NBA Jam, Wolfenstein 3-D, Super R-Type III, Metal Marines, The Flintstones: The Treasure of Sierra Madrock, Wario Land: Super Mario Land 3, Zoda's Revenge: Star Tropics II (Part 2).
**Volume 59 (Apr. '94):** Ken Griffey Jr. Presents MLB, Star Trek: The Next Generation, Mickey's Ultimate Challenge, X-Kaliber 2097, Time Trax, Turn and Burn: No-Fly Zone, Pinball Dreams, Super Pinball, Super Metroid Preview, Prehistorik Man, Walt Disney's The Jungle Book (NES)
**Volume 60 (May '93):** Super Metroid, The King of Dragons, Joe & Mac 2 (SuperNES), The Jetsons: Invasion of the Planet Pirates, The Sports Scene, Spectre, Knights of the Round, Solitaire Funpak, Black Bass Lure Fishing, Bonk's Adventure.
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# SUPER POWER SUPPLIES

# PRODUCT UPDATE

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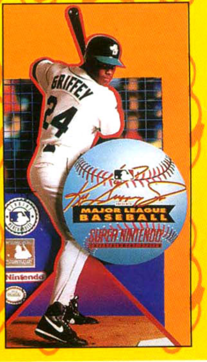

**As expected, our limited edtion Super Power Supplies products have sold quickly, but you still have time to get an order in for these two items. Please note that the correct size for the Metroid glow-in-the-dark print is 19" x 27" and also be advised that the Life Size Griffey is most likely a lot taller than you! This stand-up display is no lightweight...it weighs in at over 20 pounds! Get your order in now!**

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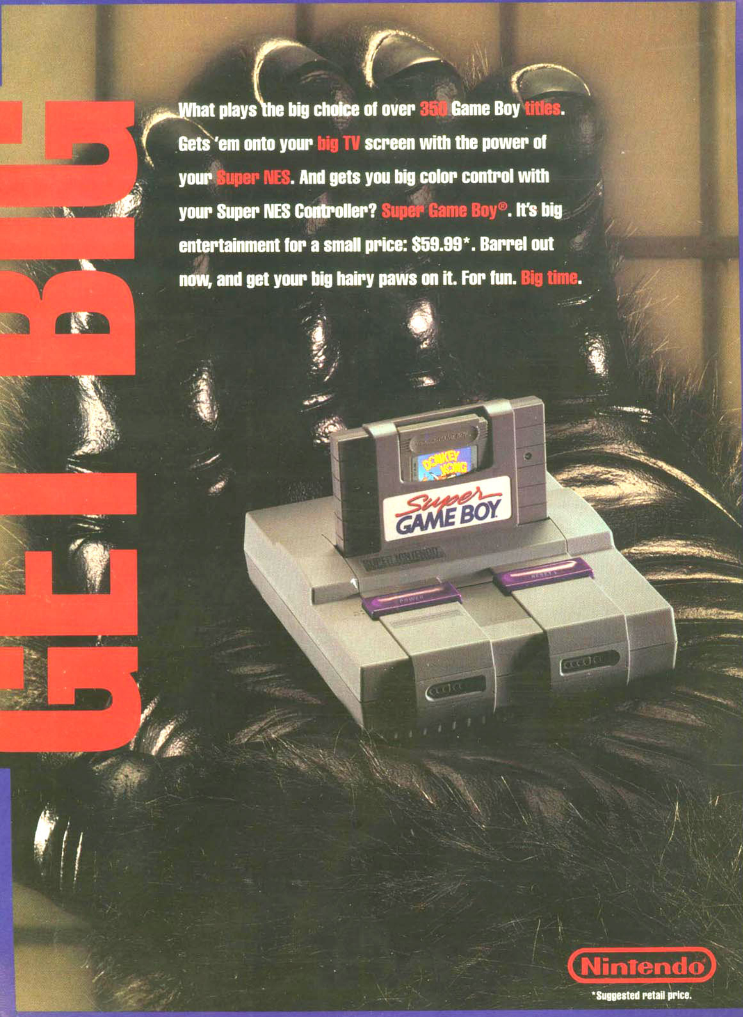
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